Oofuri Baka
OOFURI-BAKA.TUMBLR.COM | CH 109
Translator: victorie
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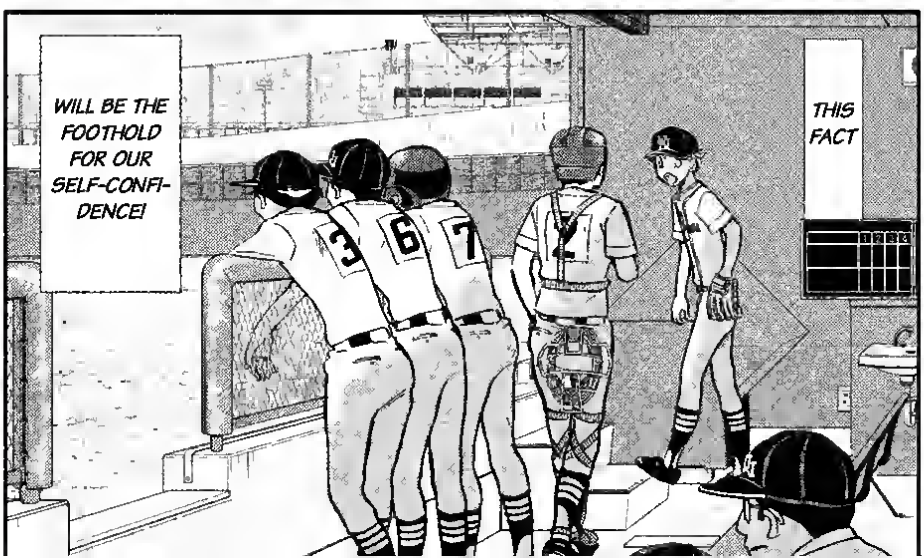
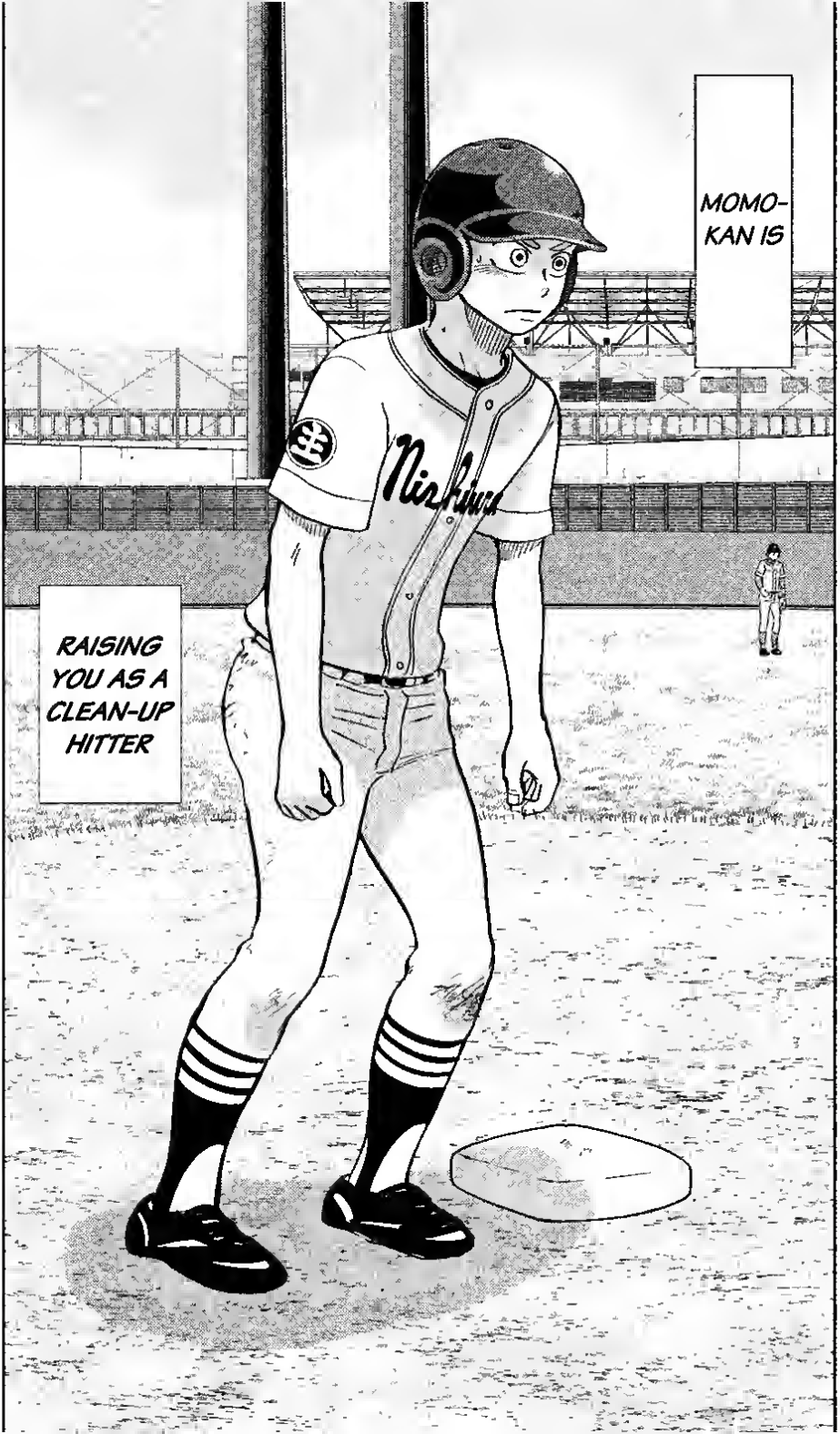
NICE
THEY JUST TIED THE SCORE, BUT IF WE CAN GET ANOTHER RUN AT THE BOTTOM OF THIS INNING,
WE CAN TURN THE FLOW OF THE GAME!
BAT-TING~!
TWO-BASE HIT!
GOOD, GOOD!

* A game in which the lead frequently changes hands



I HAVE A BETTER BATTING AVERAGE AND RBI, SO
WAY TO GO, HANA!!
WHY ARE YOU THE CLEAN-UP TODAY?
IT'S NOT JUST A "LINE-UP THAT CAN SCORE"


MOMO-
KAN IS
RAISING
YOU AS A
CLEAN-UP
HITTER

TEAM 1 2 3 4 5 6 7 8 9 10 R H E
千交 0 0 3 3 5 0
西浦 1 3 5 0
LI
FT
FWSH
CURVE! WAIT FOR IT—

KL
INK

I WASN'T SURE WHAT HE WOULD DO, BUT HE SWUNG AT IT
THE BALL OUT-SIDE THE ZONE
IT SLIP-PED OFF
HA-NAI
I WONDER IF YOU REALIZE ...
I HAVE TO GET HANAI BACK HOME AND STOP SENDA'S MOMEN-TUM
Nishiw

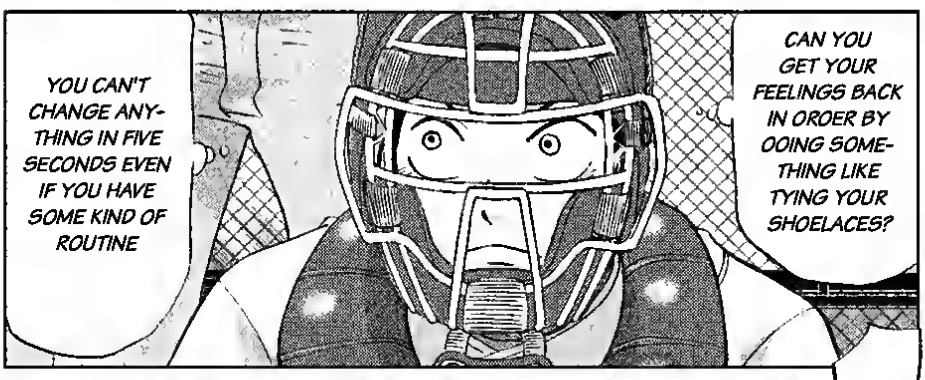
TWIST
...THAT MOMO-KAN
ARRANGED THIS GAME'S LINE-UP FOR YOUR SAKE
FWIP
KL
INK

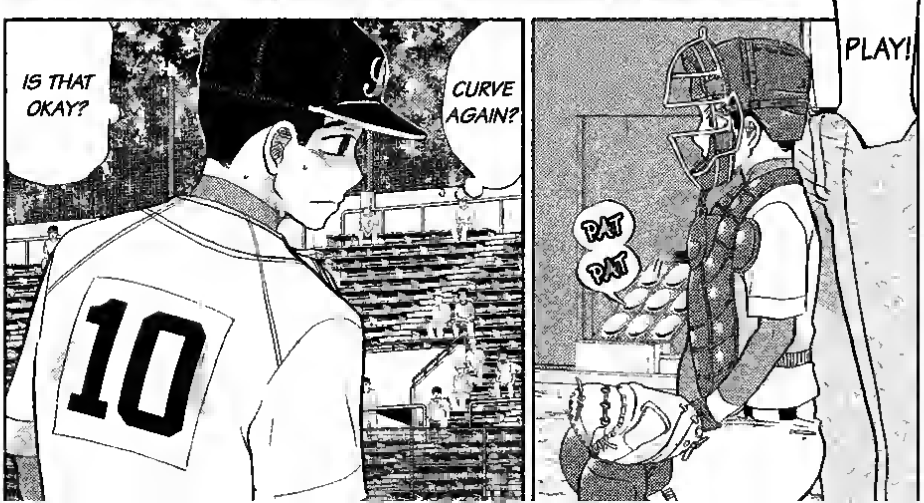
I'M LOSING MY CONCENTRATION
TIME-OUT, PLEASE!
I NEED TO TIE MY SHOELACES!
HE WATCHED THE CLOSE PITCH GO BY EARLIER,
STEP
BUT HE SWUNG AT THE LAST TWO BALLS OUTSIDE THE ZONE?
SHOELACES, HUH
TIME!
klak
klak

HUH?!
RUN-NER ON THIRD!
BAT-TER!
WE DON'T HAVE A RUNNER ON THIRD
.....
Jake
BLUSH
1
RUNNER ON THIRD!

SOME KIND OF MISUNDER-STANDING?
AH
WHAT IS HE SAY-ING?
RUNNER ON THIRD!

MY SHO-ULOERS ARE RE-LAXEO NOW
OK
I SHOU-LDN'T BE LAUGH-ING
OKAY ALREA-OY


YOU CAN'T CHANGE ANY-THING IN FIVE SECONDS EVEN IF YOU HAVE SOME KIND OF ROUTINE
CAN YOU GET YOUR FEELINGS BACK IN ORDER BY DOING SOME-THING LIKE TYING YOUR SHOELACES?


IS THAT OKAY?
CURVE AGAIN?
10
PAT PAT
PLAY!

TEAM
千朶 0 1 3 3
西浦 2 1 3
2谷 吉 田原 宍
成 中田 戸
TW
IST
TO THE SAME PLACE!
LIFT
AND AGAIN
THE SAME PLACE!
WHY ?!
KA
KLINK

CATCH
THWAP
CLAP CLAP
CLAP CLAP
AAA—
SINCE I WAS ALSO SMALL,
I REALLY GET IT
BUT TODAY, A BIGGER GUY SUDDENLY TOOK THE SPOT
CLAP CLAP
IN SUMMER, THEY ENTRUSTED THE CLEAN-UP SPOT TO HIM DESPITE HIS PHYSIQUE,
EVEN IF THEY TELL HIM NOT TO BE FLUSTERED, IT'S IMPOSSIBLE.
KLUNK

WE WOULDN'T SCORE EVEN IF THE 4TH AND 5TH BATTERS WERE REVERSED...
WELL, BATTING IS A MATTER OF CHANCE
SO IT'S COME TO THIS ...!
Nishiura
Nishiura
HOWEVER, NORMALLY WHEN YOU PUT SOMEONE IN THE CLEANUP SPOT, HIS BATTING AVERAGE LOWERS
BUT HANAI-KUN WAS A CLEANUP HITTER IN MIDDLE SCHOOL, SO HE MIGHT NOT FEEL MUCH PRESSURE FROM THE LINE-UP?
5

MAYBE TAJIMA-KUN IS THE ONE FEELING THE PRESSURE
klak
THIS GAME IS DIFFICULT, BUT THE DYNAMIC BETWEEN THESE TWO IS UNUSUALLY GOOD!
THAT'S GOOD, GOOD
YOU OK?
YEAH
STEP
STEP
MA-KUN
TAJI

5
1
STEP
IT WON'T AFFECT MY DEFENSE
YEAH
I COUNT THE SHOELACE HOLES ON MY SPIKES BEFORE SLEEPING
YOU KNOW.

YOU CAN TAKE A TIME-OUT TO TIE YOUR SHOELACES EVEN IN THE MIDDLE OF OFFENSE OR DEFENSE
YEAH, YEAH
SO YOU CONNECT COUNTING TO RELAXING
HEH—
AND YOU ALWAYS WEAR SPIKES
GOOD IDEA, RIGHT?
YEAH
DOESN'T TAKE MUCH TIME
AND IT
DO YOU EVER EVEN FEEL NERVOUS?
YEAH
nom
nom
SO HAVE YOU USED THIS METHOD IN A GAME BEFORE?
MAY I COPY IT TOO?
YEAH, GO AHEAD!

IZUMI, DO YOU FEEL NERVOUS A LOT?
it's not something you do to gain something...
I DON'T KNOW IF IT'S "A LOT"
IT'S NOT LIKE I DON'T FEEL IT, BUT
NOTHING TO GAIN IF I DO
NAH
gulp
MIHASHI'S USUALLY LIKE A SMALL ANIMAL, BUT
YOU CAN'T BE A PITCHER WITH THAT PERSONALITY, RIGHT?
TRUE
SOME ARE REALLY NERVOUS
LIKE OKI
AND HOW DO YOU COMPARE PEOPLE?
chew
AND MIHASHI?
GULP

MM...
MMM...?
.....
nom
nom
NOPE
...IT'S NOT LIKE THAT FOR HIM
UH
UH
RIGHT?
YOU'RE FINE IF ABE IS THERE
1
2
3
4
5
6
SO RELI-ABLE!
HE'S FINE IF HE CAN PITCH
IT'S NOT LIKE THAT

phew
7
8
9
10
11
12
BUT IT'S BETTER
THAN
NOT PITCH-ING
MAY-BE THERE ISN'T
A TIME WHEN I'M NOT
squeeze
NERV-OUS
TOP OF THE 4TH,
SENDA HIGH SCHOOL ON THE OFFENSE

WE'LL USE FULL POWER TO CUT OOSAKO OFF
WE CAN TAKE IT EASY WITH THE LOWER BATTERS, 7-9
pat pat
clap clap clap clap
BATTING 6TH, RIGHT FIELDER, OOSAKO-KUN UNIFORM NUMBER 9
PLEA-SE!
clap clap clap clap
nod
KNU-CKLE CURVE
clap clap
TWIST
LIFT
FROM THE FIRST PITCH!
Nishiura

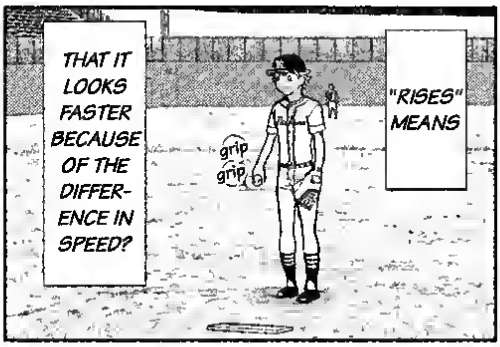
SWISH
THWAP
THUD
CURVE!
THEN
WHAT ARE YOU GOING TO DO AFTER THAT?
CLAP
IN-SIDE...
TO A DIFFICULT PLACE...
CLAP
THEY CAME WITH THE WINNING PITCH?
CLAP
KLAK
2

THWAP
SWISH
TWIST
THE FASTBALL SEEMS EXTREMELY QUICK...
IS IT BECAUSE IT'S RIGHT AFTER THE DROPPING BALL?
FASTBALL? VARYING THE SPEED
BUT WITH THAT, YOU'VE ALREADY USED BOTH OF YOUR WINNING PITCHES
TWIST

clap clap
WA
KLINK
THWAP
AA
STEP
AA
THEY'RE PUTTING ON THE PRESS-URE
klak
THE FAST-BALL RISES
HUH?

NOW THAT I THINK ABOUT IT

IT RISES, SO IT'S HARD TO HIT!
YOU POPPED IT UP TOO, RIGHT?
.....
STEP


"RISES" MEANS
THAT IT LOOKS FASTER BECAUSE OF THE DIFFER-ENCE IN SPEED?
grip grip

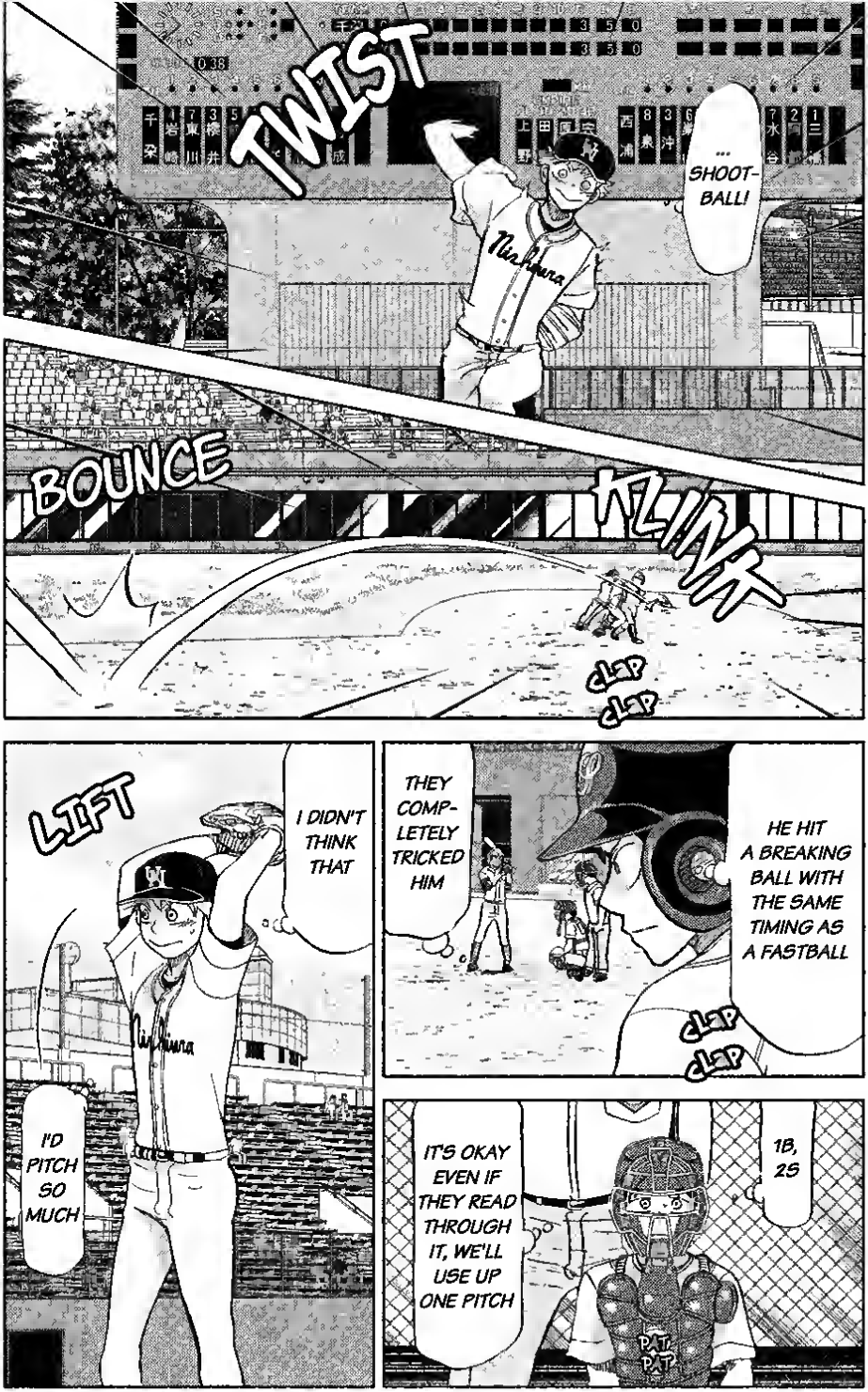
PLEA-SE!
BATTING 7TH, SHORT-STOP, HASE-GAWA-KUN
CLAP

CLAP
BUT IF IT'S TO MAKE US HIT A FLY DUE TO THAT EFFECT,
THAT MEANS THERE ARE A LOT OF FASTBALLS TO THE HIGH SIDE

I WANT BATTER #7 TO STAY IN THE GAME UNTIL THE END
IF POSS-IBLE,
CLAP CLAP
PAT PAT
CLAP
AT HIS LAST AT-BAT, WE TOOK A STRIKEOUT WITH A SHOOT, CURVE, AND KNUCKLE-CURVE
SMACK
BALL
CURVE
CLAP- CLAP CLAP
LIFT
CLAP- CLAP CLAP
DID THEY TRY TO MAKE HIM HIT A BALL OUTSIDE THE ZONE?
THE PITCH HE OVER-LOOKED AT HIS PREVIOUS AT-BAT, RESULT-ING IN A STRIKE-OUT
CURVE

"FAST-BALL" TO THE SAME PLACE
PAT PAT
CLAP
THAT WAS CLOSE
CLAP CLAP
I'LL GET DROPPED FROM THE STARTING LINEUP IF I HIT AN INFIELD GROUND-ER AFTER STRIKING OUT LAST TIME
THE SAME PLACE
LIFT
CLAP
FAST
CLAP CLAP CLAP
...OR SO IT SEEMS ...
STR-IKE!
SMACK

A LOT OF THINGS TO LEARN IN THIS GAME!
REAL-LY
THERE ARE
CLAP
WE CAN USE IT AS A NORMAL "FAST-BALL"
FWIP
IT DOESN'T REACH 130km/h, BUT
CLAP-CLAP CLAP
THE SAME COURSE, THIS TIME IT'S A...
IM-POR-TANT
THE NEXT PITCH IS
LIFT
THEY'RE STEADILY USING THE FASTBALLS THEY WERE PRESERVING IN THE GAME AGAINST BIJOU
CLAP
WITH THAT SPEED, IT'S ONLY A MATTER OF TIME UNTIL WE SEE THROUGH EVERY-THING
CLAP
EVEN IF THEY GAINED AN ADVANTAGE IN MIXING PITCHES BY ADDING THE DROPPING BALL,
PAT PAT
CLAP-CLAP CLAP


TWIST
... SHOOT-BALL!
BOUNCE
CLINK
CLAP CLAP
LIFT
I DIDN'T THINK THAT
I'D PITCH SO MUCH
THEY COMP-LETELY TRICKED HIM
HE HIT A BREAKING BALL WITH THE SAME TIMING AS A FASTBALL
CLAP CLAP
IT'S OKAY EVEN IF THEY READ THROUGH IT, WE'LL USE UP ONE PITCH
1B, 2S
PAT PAT

THUD
SWISH
TWIST
6
BAM
THEY'VE ALREADY TAKEN 6 STRIKE-OUTS
WITH THAT SPEED
GETS UP
OR THAT I'D BE ABLE TO
TAKE STRIKE OUTS LIKE THIS!
AH
IT'S PRO-BABLY INTER-EST-ING...

DON DON
THE 8TH BATTER READILY SWUNG AT THE "FAST-BALL" IN HIS FIRST AT-BAT
DON DON
...TO LEAD THAT GUY
BATTING 8TH, CATCHER, YASHIMA-KUN
DON DON
AND THE SECOND PITCH WAS A FAST-BALL THAT I POPPED UP
EARLIER, THE FIRST PITCH WAS A SLIDER
DON DON
LIFT
SO IT'S A BALL THAT WENT TO THE SET-UP PLACE, HUH
clap clap clap
BALL!
SMACK

MIGHT HAVE PURPOSE-FULLY MADE IT A BATTER'S COUNT
THIS GUY
FWIP
CLAP-CLAP-CLAP
CLAP-CLAP-CLAP
I ALSO START WITH A BALL WHEN I DON'T KNOW THE OPPO-NENT'S INTENTIONS, BUT
CLAP
I DOUBT THEY'LL USE THE SAME PITCH SELEC-TION AS THE FIRST AT-BAT, BUT
STR-IKE!
SMACK
THROW

DID THE WHOLE TEAM FINALLY DECIDE TO DISCARD THE "FAST-BALL"?
HE POPPED UP A "FAST-BALL" EARLIER
CLAP
BUT IT CAME, A FAST-BALL
CLAP CLAP CLAP
LIKE IT RISES
IT REALLY DOES LOOK
BALL!
WHOOSH
THWAP
LET'S TRY ANO-THER ?
CLAP
STILL, THEY'LL PROBABLY SWING AT IT IF WE PITCH IT CONTI-NUOUSLY
PAT PAT
CLAP CLAP CLAP
FOR A BAT-TER'S COUNT
A WASTE PITCH
LIFT

THE NEXT ONE WILL PROBABLY BE A FASTBALL
A CURVE WAS USED AS A WASTE PITCH
CLAP
CLAP-CLAP
WITH THAT, IT'S A BATTER'S COUNT
2B, 1S
FWIP
CLAP
TRY TO FOUL IT OFF...?
LIFT
SHOULD I STUDY IT, OR
CLAP-CLAP-
KLINK
"FASTBALL"
beep
beep
WOOSH
TO THE TOP LEFT!
throw

IF IT'S THAT PITCH, I CAN AVOID IT BY FOULING IT OFF
CLAP CLAP CLAP
WELL, THAT KIND OF BALL IS PHYSICALLY IMPOSSIBLE
CLAP CLAP
...IT ROSE?
CLAP CLAP CLAP CLAP
SENDA
EVEN IF HE FOULS IT OFF
LIFT
AND THEY ALSO HAVE A DROPPING BALL
THE COUNT IS EVEN
DON DON
DON DON
PAT PAT
IF THE COUNT BECOMES 3 BALLS WITH A KNUCKLE CURVE, THE REST WILL BE LOST
DON DON
THE FAST ONE
nod

THROW
GO INTO THE STANDS!
LIFT
I WON'T LET IT
SMACK
FAST-BALL!

WAA
!
AAA
STR-
IKE!
.....
AAA
GETS
UP
...WHY
DID HE
FALL
DOWN?

A NOTE FROM THE AUTHOR

HIGUCHI ASA

CHAPTER 109

Around this time last year, I was crushed beyond repair by my allergies, but the pollen this year is totally light, isn't it?

I often search for my wallet around the house, because everyday things in my bag that I was just holding in my hand always seem to disappear when I'm about to leave. A few days ago for the first time, I was holding my cell phone and in the next moment forgot what I was going to do... this made me uneasy, so I talked to my assistant and they answered that "it happens." I've forgotten my appointments with the dentist 2 times in a row, and my slips of the tongue are terrible... Last month in the storyboard I wrote "this ball" *(in Japanese, this is written similarly to "disball", which is a sign to runners that they should definitely run on this ball)* and made my editor confused. When I tried to say "pen tablet and comic studio" it turned out as "penstud and... penstud?", so I was worried and consulted the previous assistant. They just answered: "Well~ that's normal." My assistant is 10 years younger than me, I wonder if they're all right?

Well for now, on my way to and from day care I'll be subtracting 7 from 100. *(e.g. 100-7=93, 93-7=86, 86-7=79, etc. It's believed that doing simple math while walking helps to prevent dementia)*

Please support the author. Buy Higuchi Isao's books in any way you can!
OOKIKU FURIKABUTTE
CHAPTER 109
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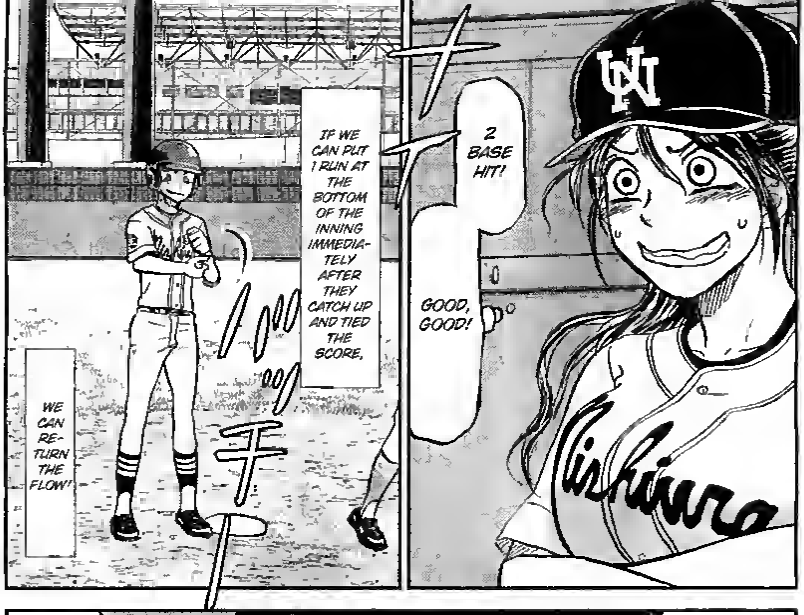
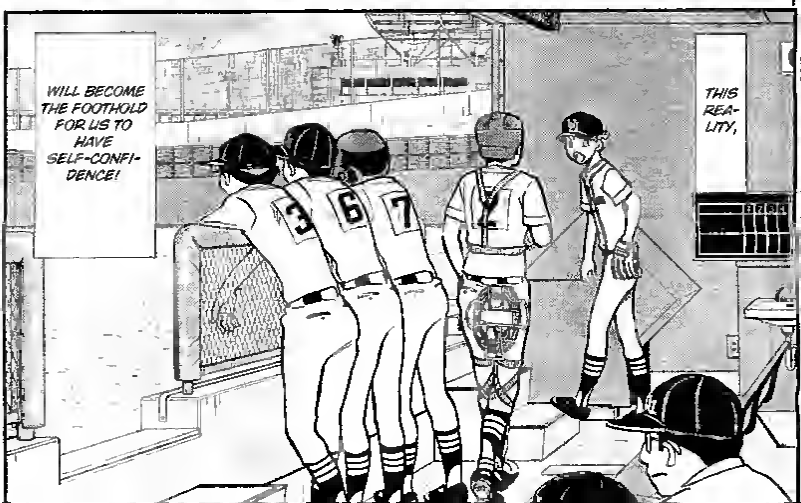


振り子ゲーム



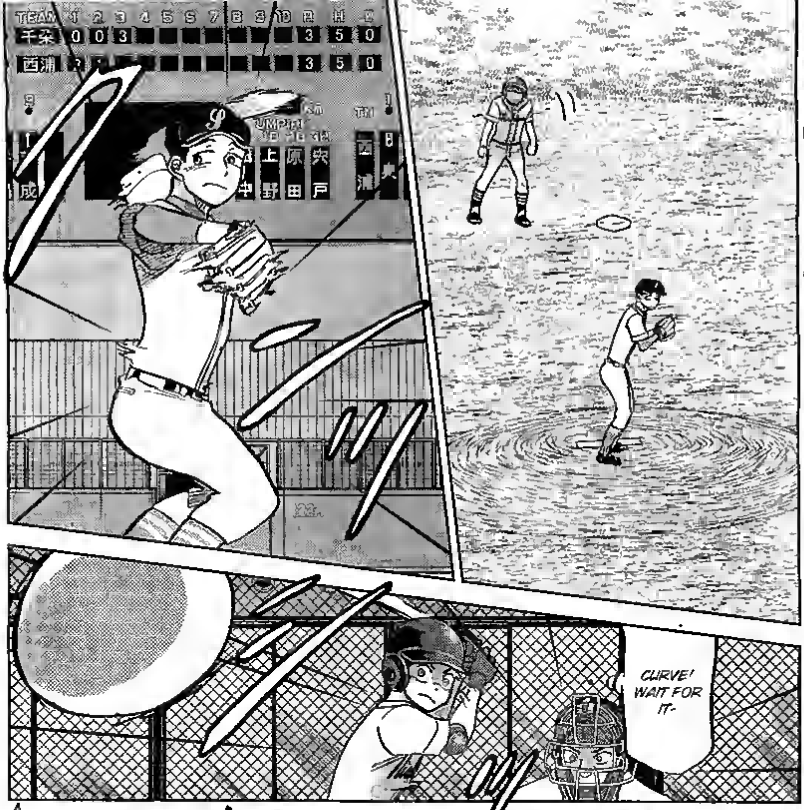
※この物語はフィクションです。実在の人物、団体等とは関係ありません。

2

前回まで！

監督は女性、選手は全員1年生。県立西浦高校硬式野球部は、夏の大会で初出場ベスト16の快挙をなしとげた。秋季でも負けは負け。力不足を悔やんだ西浦ナインは覚悟を新たに再始動。合宿や遠征練習試合で力をつけ、秋季地区大会の地区予選を勝ち上がった。迎えた秋季県大会、初戦の相手は夏大会準優勝の千条高校。強打がウリの強豪相手に、西浦は2回裏まで3対0とリード。互角以上の戦いを繰り広げるが、3回の表、一気に同点に追いつかれてしまった・・・

THE CLEANUP HITTER IS NOT ME, BUT YOU. I UNDERSTAND WHAT IT MEANS. WHAT ABOUT YOU, HANAI?

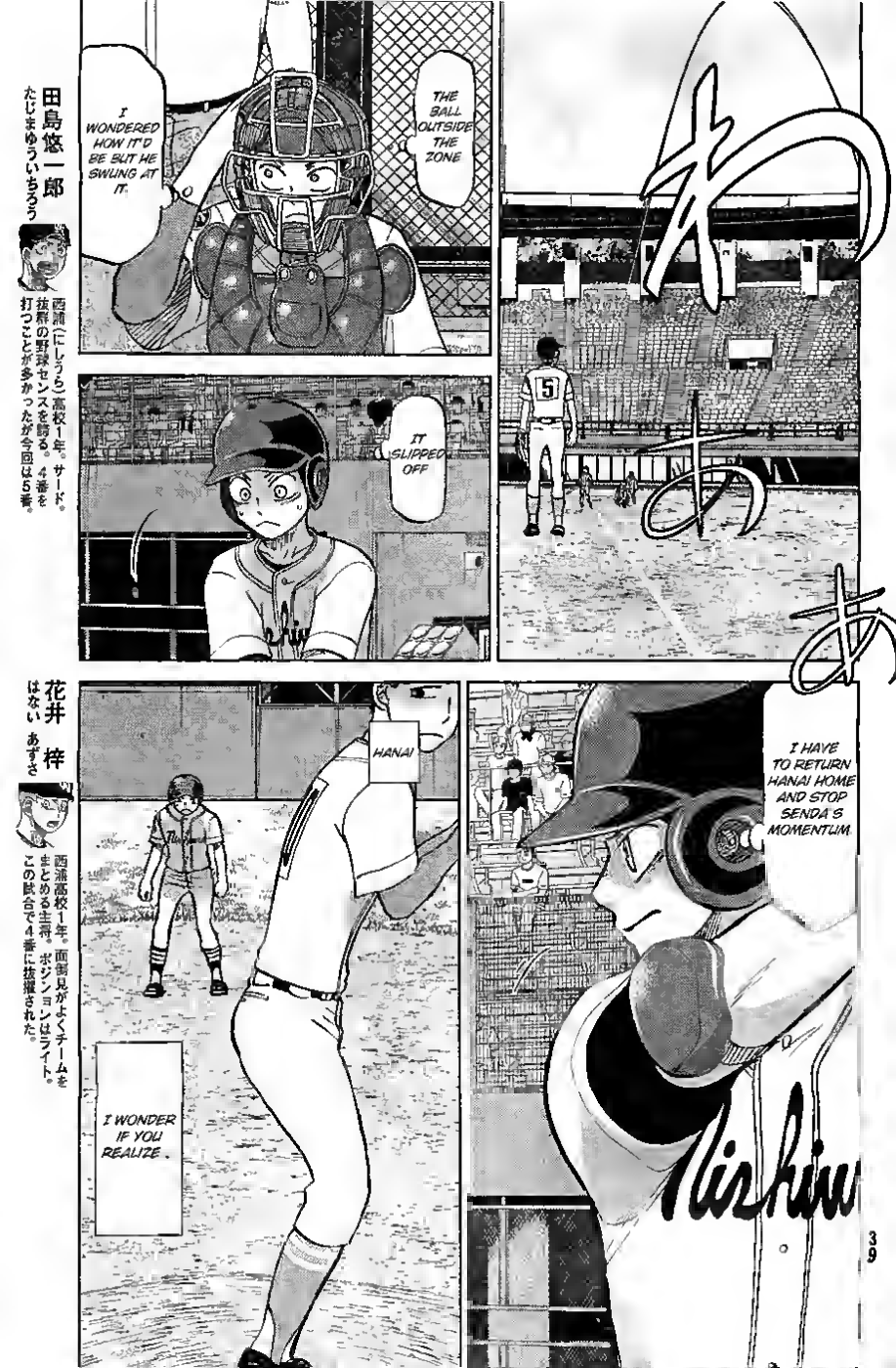


4

作者近況

ひぐちアサ

去年の今頃はもうメタメタのグッシャグシャでしたが、今年の花粉はとっても楽ですねー　さて、家の中でしょっちゅう財布を捜していたり、出がけに今まで手に持っていたカバンがなくなるのは毎度のことですが、先日初めて、携帯電話を手に持ち、次の瞬間、何をしようとしてたかわからなくなったので不安に思ってアシさんに話すと〈次へ続く〉



田島悠一郎 たじまゆういちろう

西浦（にしうら）高校1年。サード。抜群の野球センスを誇る。4番を打つことが多かったが今回は5番。

花井梓 はないあずさ

西浦高校1年。面倒見がよくチームをまとめる主将。ポジションはライト。この試合で4番に抜擢された。

ひぐちアサ

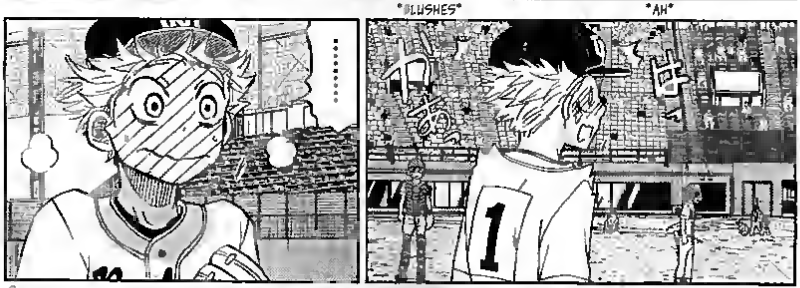
（前からの続き）…あるあるです。歯医者の予約を2回連続で忘れたり（言葉の言い間違いもひどくて、先月のネームでディスボールをディスカウントと書いていて編集さんを混乱させ、ベンタブとコミスタと言おうとしたのが「ベンスタと…ベンスタ？」となったりで不安に思ってたのでシさんに話すと、（次へ続く）

作者近況
ひぐちアサ

（前からの続き）「いや～普通にあるあるです」と、アシさん、私より10歳若いんですが大丈夫ですかね？　とりあえず保育園の送り迎えは100から7を引きながら歩いています。

三橋 廉
みはし れん

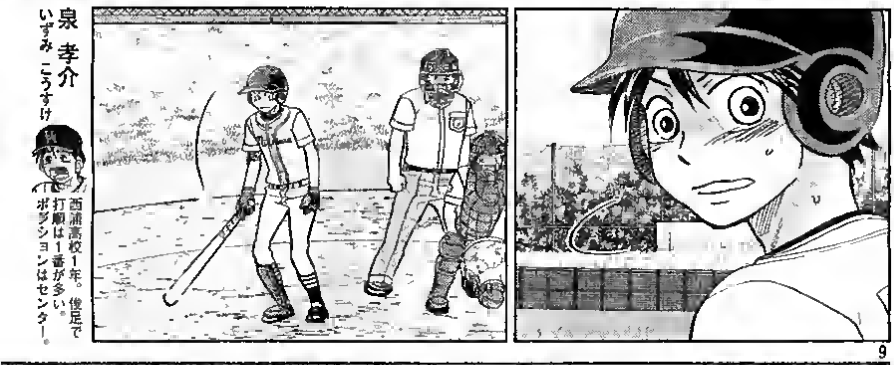
主人公。西浦高校1年。自信過小で挙動不審だが、抜群の制球力と向上心でエースを務める。打順は9番。



阿部隆也
あべ たかや

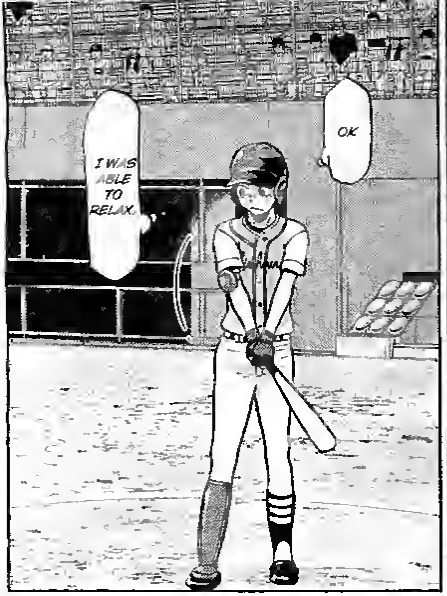
西浦高校1年。三橋とバッテリーを組む正捕手。野球理論の学習にも熱心に取り組む副主将。打順は6番。

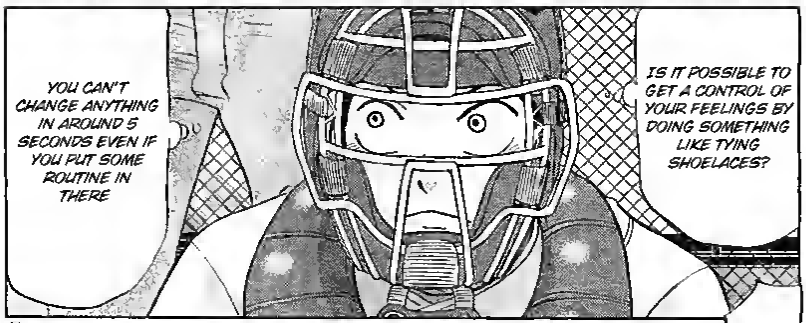
AH
SOME KIND OF MISUNDER-STANDING?
WHAT IS HE SAY-ING?

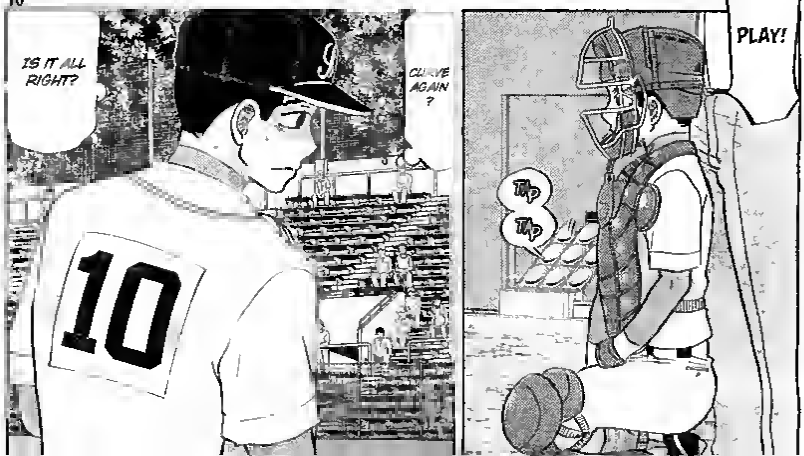

泉 孝介
いずみ こうすけ
西浦高校1年。俊足で打順は1番が多い。ポジションはセンター。

RUNNER ON THIRD!

毎月2回のお楽しみ 7日 23日 配信決定
エッダインのメールマガジン！
最新情報や最新のメールマガジン、読みたいかたは、こちらから登録できます。
https://eq.kds.jp/kmail/



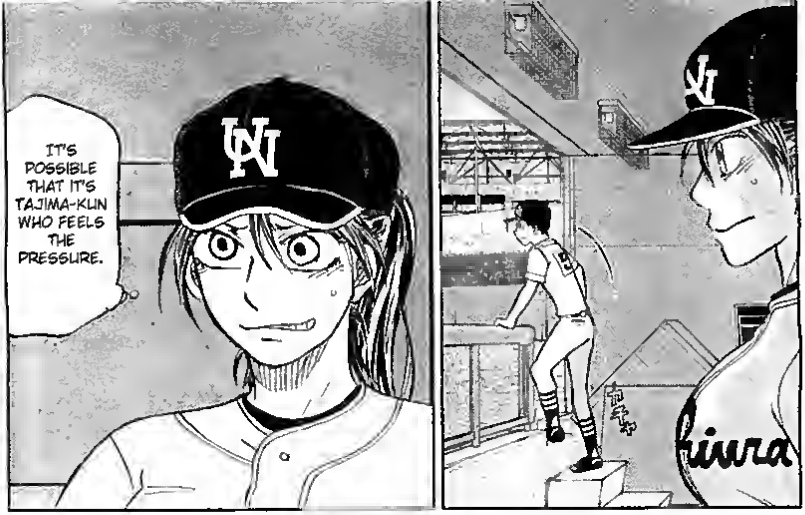


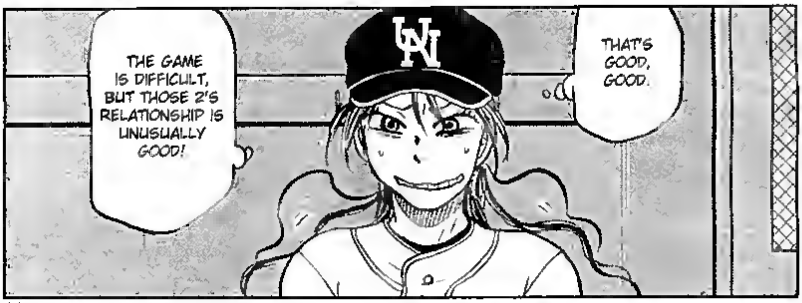


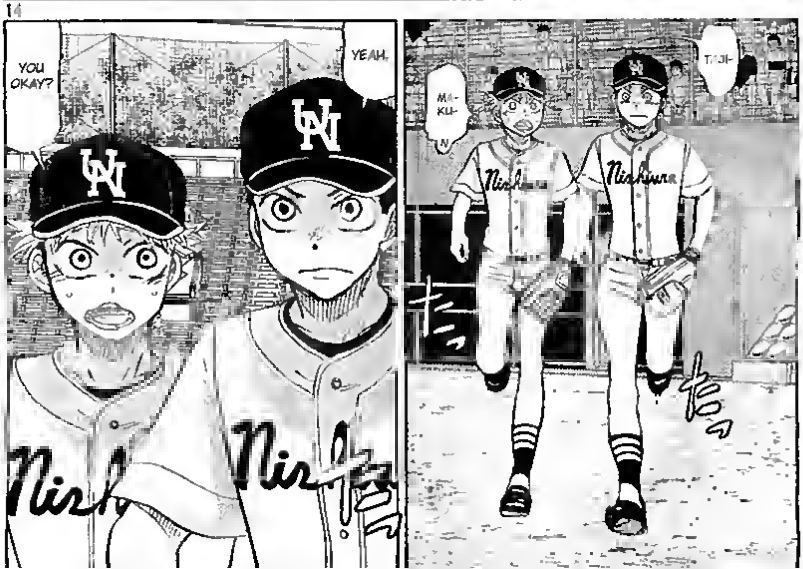
アフタヌーンKC
おおきく振りかぶって 1〜22
ひぐちアサ
勝つために、強くて強気なエースのために、行け、オレら！
戻るところになり、世界を内臓り返する本格高校野球漫画！
絶賛発売中!!
定価 各巻
524円〜
552円
(税別)

ハガキやメールを送ってね♥読者の声がアフタヌーンを作ります！プレゼント付きアンケートは巻末に！

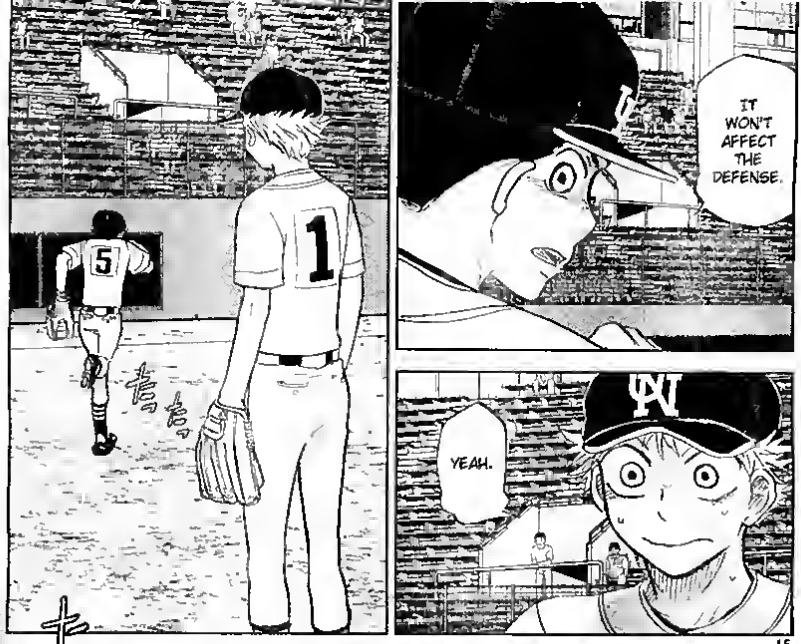
WE WOULDN'T SCORE EVEN IF 4TH AND 5TH BATTERS WERE REVERSE.
WELL, BATTING IS A MATTER OF CHANCE.
SO IT CAME TO THIS...!
13
HOWEVER EVEN THOUGH USUALLY WHEN YOU PUT SOMEONE IN THE CLEANUP SPOT,
HIS BATTING AVERAGE LOWERS, BUT HANAI-KUN WAS A CLEANUP HITTER IN MIDDLE SCHOOL,
SO HE ALMOST DOESN'T FEEL THE PRESS-URE BECAUSE OF THE LINEUP?
47
百枝まりあ
ももえ まりあ
西浦高校野球部監督 通称モモカン。
合理的かつ情熱的な指導で部員を掌握。
西浦高校野球部OG（当時は軟式）。

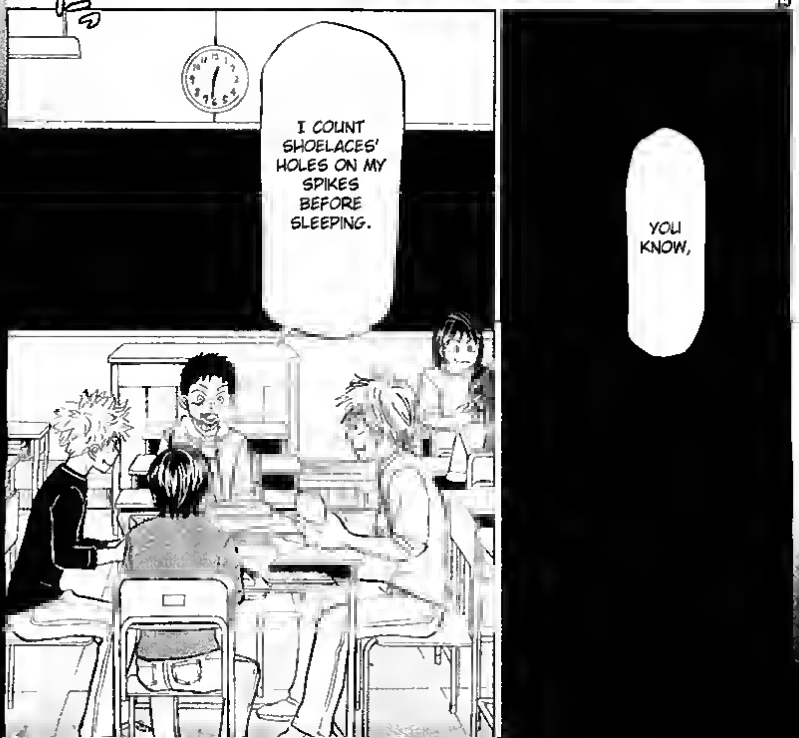






アフタヌーン公式Web モアイ
Twitter.Facebook対応。もちろん無料で登録不要！
Webオリジナル連載もあるよ！
URL▶ http://afternoon.moae.jp/


5
1
IT WON'T AFFECT THE DEFENSE.
YEAH.


I COUNT SHOELACES' HOLES ON MY SPIKES BEFORE SLEEPING.
YOU KNOW,

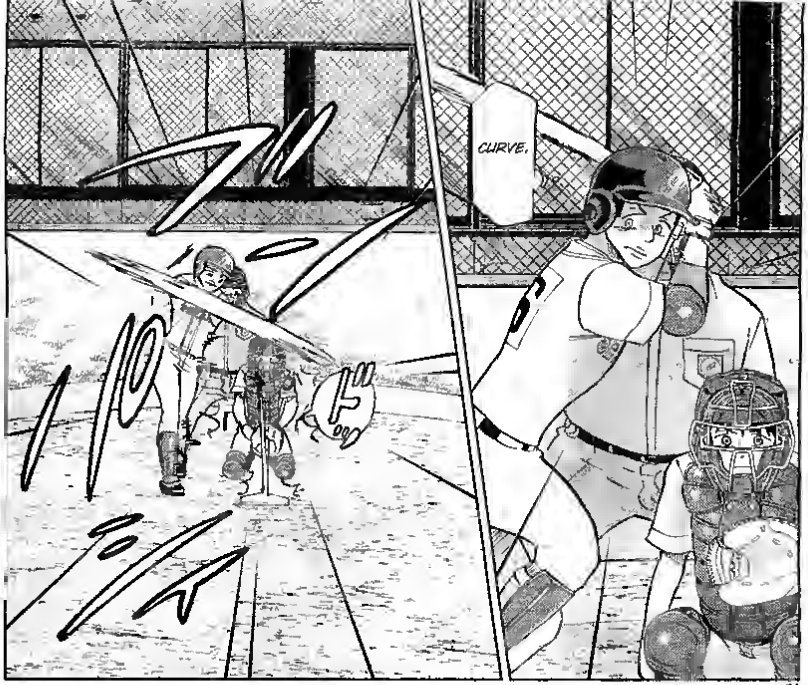
YOU CAN TAKE TIME-OUT TO TIE SHOELACES EVEN IN THE MIDDLE OF ATTACK OR DEFENSE.
RIGHT. RIGHT.
WHEN YOU DO IT LIKE THIS YOU CONNECT COUNTING TO RELAXING.
HEH
IF IT'S SPIKES YOU ALWAYS WEAR THEM.
GOOD IDEA, RIGHT?
YEAH.
TAKE MUCH TIME TOO.
IT DOES-N'T
DO EVEN YOU FEEL NERVOUS?
RIGHT.
munch
munch
THEN
HAVE YOU USED THIS METHOD IN THE GAME ALREADY?
MAY I COPY IT TOO?
OH, IT'S OKAY.

IZUMI, YOU FEEL NERVOUS A LOT?
YOU DON'T DO IT BECAUSE YOU CAN GAIN SOMETHING...?
NOTHING TO GAIN EVEN IF I DO.
MM...
swallow
I DON'T KNOW IF IT'S A LOT.
IT'S NOT LIKE I DON'T FEEL IT BUT,
MIHASHI USUALLY IS LIKE A SMALL ANIMAL,
BUT YOU WOULDN'T BE ABLE TO BE A PITCHER WITH THAT CHARACTER?
RIGHT
THERE ARE PEOPLE WHO ARE REALLY NERVOUS
LIKE OKI
AND HOW DO YOU COMPARE PEOPLE?
AND MIHASHI?
swallow

MM...
MM MM?
munch
munch
NO.
...IT'S NOT LIKE THAT FOR HIM.
RIGHT?
IT'S ALL RIGHT IF ABE IS THERE.
1
2
3
4
5
6
1
SO RELIABLE!
IT'S OKAY IF HE CAN PITCH.
THAT'S NOT THE POINT EITHER.

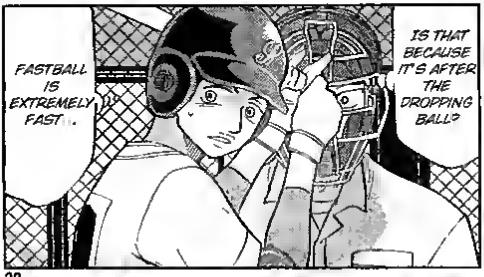
アフタヌーンKC
ヤサシイワタシ(全2巻)
ひぐちアサ
性格に問題アリのお兄さんと挫折したもとテニスボーイ。痛々しいほど赤裸々な青春の恋模様。
絶賛発売中!!
定価:本体505円~552円(税別)

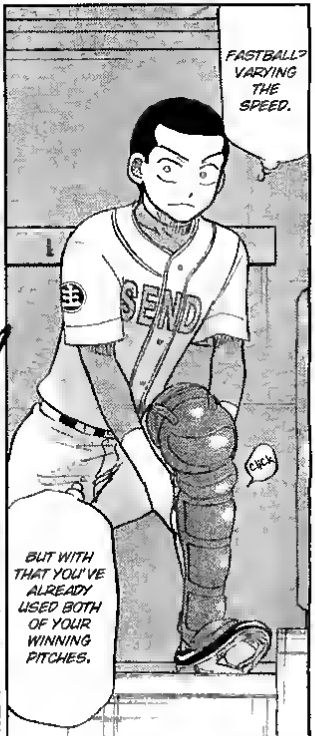
四季賞2014年夏のコンテスト締め切り迫る!!〈4/5(土)必着!〉月刊少年マガジン毎月25日発売!!!

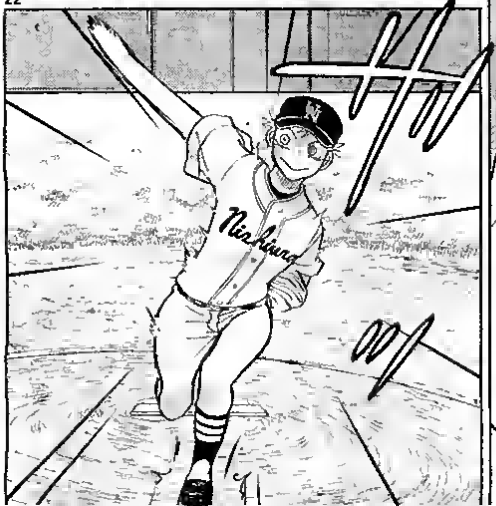


ファミリー KC
家族のそれから
ひぐちアサ
新感覚ファミリードラマついに単行本化!! 表題作のほか、短編を多数収録したゆくところも収録!!
絶賛発売中!!
定価 本体505円(税別)

月刊アフタヌーン ▲ JUNE ▼ 次号6月号は▶4月25日金発売!!!

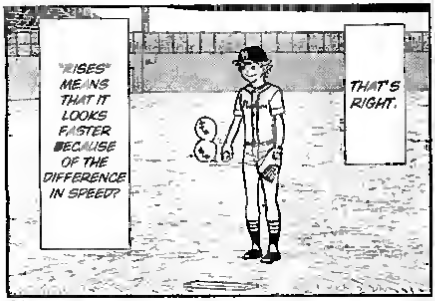






23
THEY ARE PUTTING ON THE PRESSURE
THE FASTBALL RISES.
HUH?
57

毎月本誌とほぼ同じものがPC・スマホで読める！
月刊アフタヌーン 電子配信やってます！
電子書籍でご購入ください。
詳しくはこちらをチェック！
http://afternoon.moae.jp/news/656



24

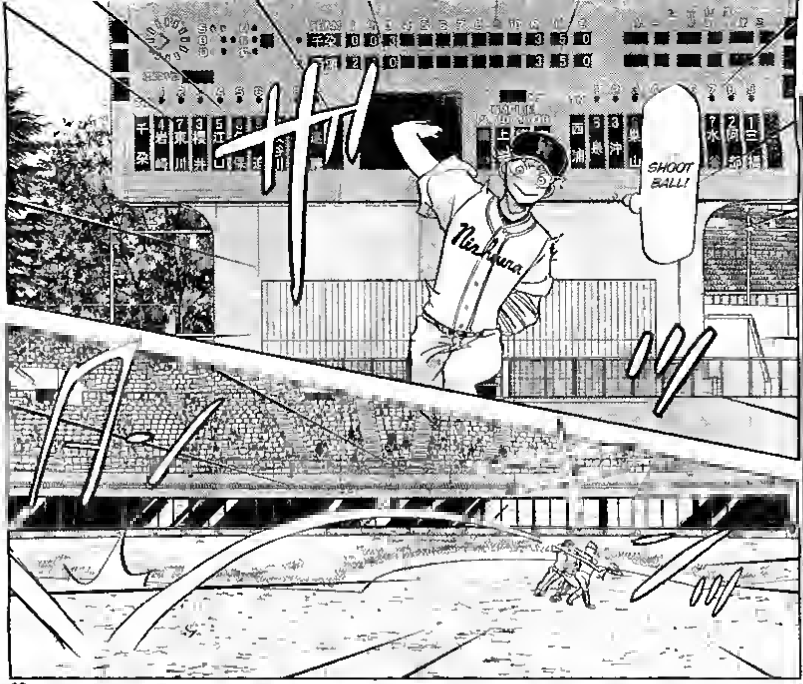
アフタヌーンKC
マージナル・オペレーション 1
原作／芝村裕吏
漫画／キムラダイスク
軍事企業に就職したニートが初めて触れる、この世界の姿！
絶賛発売中!!
定価 本体600円（税別）

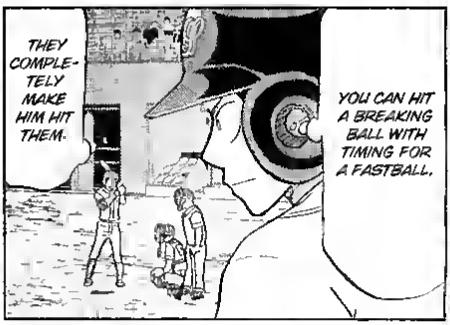
"FASTBALL" TO THE SAME PLACE
TAP
TAP
THAT WAS CLOSE
THE SAME PLACE
I'LL BE REMOVED FROM STARTING LINEUP IF I STRIKEOUT AFTER A GROUNDER

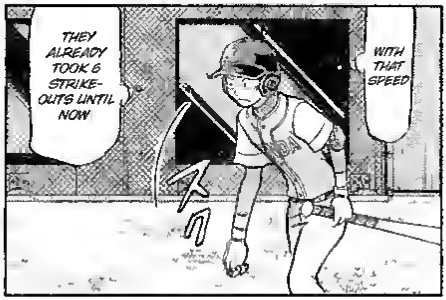
FAST
OR SO IT FEELS
STRIKE!

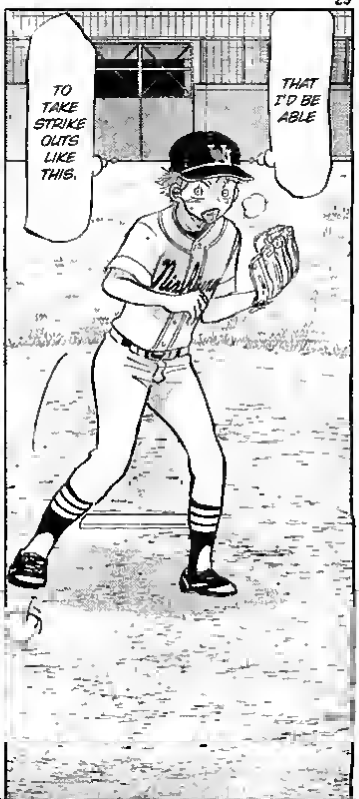
怖い！ヤバい！面白い！
一線を越えた、詩人と時代の物語！
AFTERNOON アフタヌーンKC
4月23日(水)発売！
月に吠えらんねえ❶ 清家雪子
定価 本体740円(税別)

メールマガジンやってます。
※試合や出演などの最新情報をお届けします。
毎月2回発行
7日と25日予定
https://ebkds.jp/kmail/





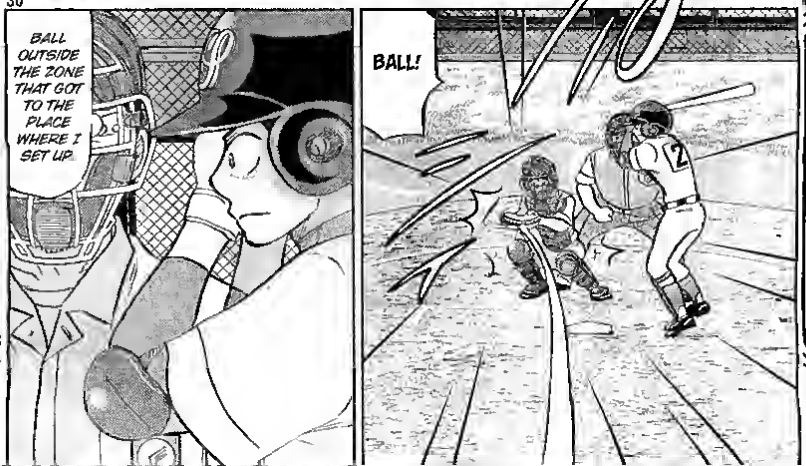


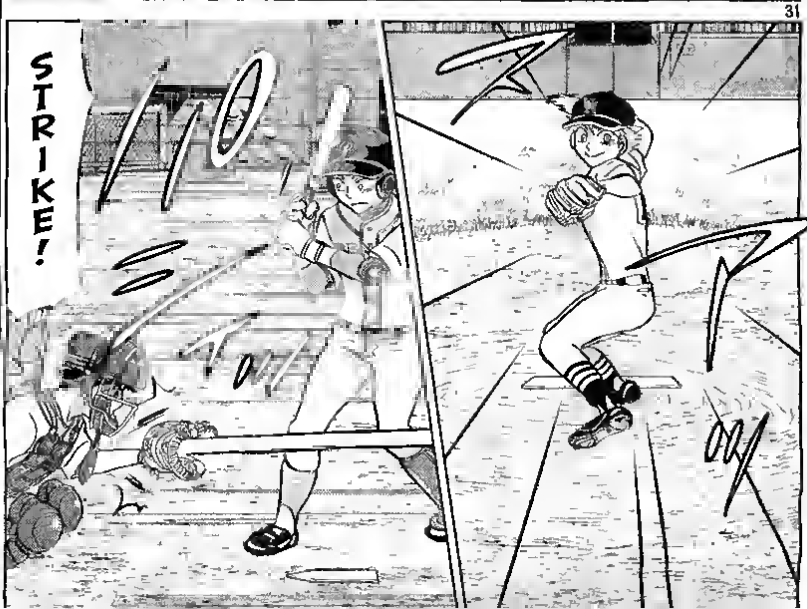


アフタヌーンKC
神様がうそをつく。
尾崎かおり
小学校最後の夏、とある秘密で結ばれた少年少女のひそやかな冒険が始まる。
絶賛発売中!!
定価 本体600円(税別)

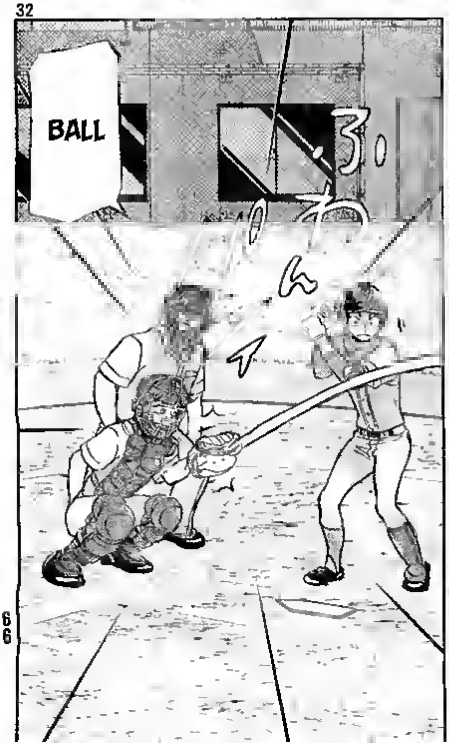
8TH BATTER READILY SWUNG AT "FASTBALL" AT HIS 1ST AT-BAT.
BATTING 8TH, CATCHER, YASHIMA-KUN.
.....TO LEAD THAT GUY.
AND THE SECOND PITCH, FASTBALL, I POPPED IT UP.
EARLIER THE FIRST PITCH WAS SLIDER.
Nishimura

アフタヌーン公式Web モアイ
連載中の話題作品の試し読みがスマホで出来ちゃう
URL http://afternoon.moae.jp/



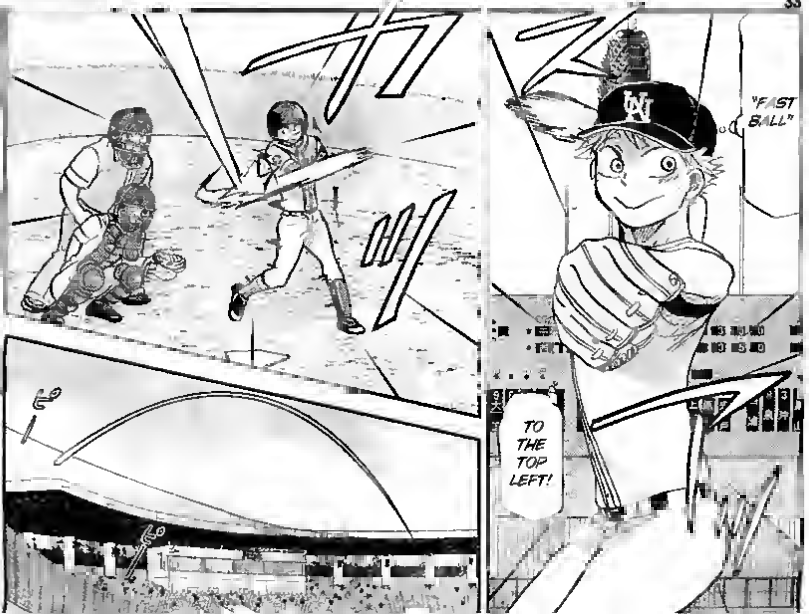


アフタヌーンKC
ネメシスの杖
朱戸アオ
医療事故調査官・阿里が人間の闇をあばく！
四季書出身の新鋭が挑む本格医療ミステリ!!
絶賛発売中!!!
定価 本体619円(税別)

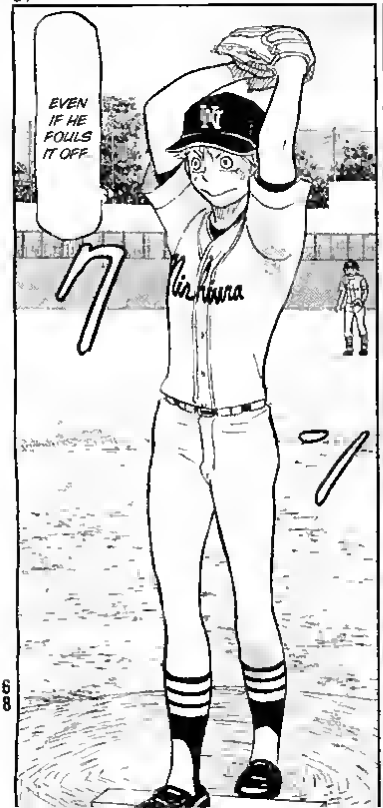


月刊 MONTHLY AFTERNOON
毎月25日発売!!

アフタヌーンKC
はじまりのはる 1 2
端野洋子
東日本大震災を生きる高校生を描き大反響！
その第2弾登場です！
絶賛発売中!!
定価 本体各600円（税別）



ケータイからも応募出来る、プレゼントつきアンケートはこちらの二次元コードから！



35

IT'S NOT THE TIME TO FALL DOWN, MIHASHI! TIME TO INCREASE THE LEAD AND DRAG THE ACE OUT!!

oofuri
ch110
enjoy!
translator:
victoriel@tumblr
editor:
subtle.d@tumblr
MARINE TECHNICAL COLLEGE

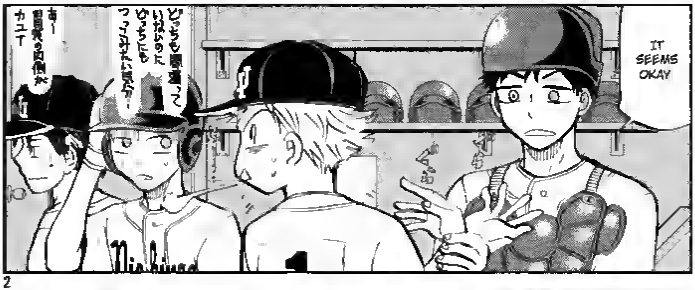
NICE PITCHING!
ひぐちアサ
おおきく振りかぶって

I'M NOT HURT A- ANY-WHERE

OI!

Go inside the bench
STRETCH!
CH110 SAITAMA TOURNAMENT 11

GIVE ME YOUR RIGHT HAND


IT SEEMS OKAY
どうも問題ってないみたいだけどもしもしつづけられる？
あー自信なくなってカユイ

2

I SLIPPED?
I
WHY DID YOU FALL?

DON'T RUB HIS TEMPLES SO HARD DURING THE GAME!
ABE!
we don't know if someone complains
ERR
BE-CAUSE
THE WIDTH...
BECAME WIDER?
IT'S ME WHO IS ASKING!!
Nishiura
THE WIDTH!?
THE FOOT'S F-F-
It's okay if they stepped.
YOU RE-TURNED IS THAT WHAT YOU MEAN? AH!
TO THE PREVI-OUS WIDTH
Aod
Aoi
THE STEP'S WIDTH?
THAT'S NOT IT.
YOU MEAN YOU STRAINED YOURSELF AND THAT'S WHY YOU STEPPED TO THE PREVIOUS WIDTH?
YOU STEPPED NARROWLY, RIGHT?
WIDER...
3

YOU PITCHED THAT BALL REALLY WELL.
THERE WASN'T A BUMP SO YOU SLIPPED.
YES.
IT WASN'T DIGGED WHERE I PUT MY LEG.
THE GROUND UNTIL 6 AND HALF STEP WAS FLAT...

IS YOUR PERCEPTION ALRIGHT? YOU PITCHED FROM VERY TRICKY PLACE, RIGHT?
IT WAS DANGEROUS
IT-

4

BALLS SECRETLY BEHIND MY BACK!
YOU PITCHED A LOT OF
WELL, THAT'S
YOU MADE AN ADJUSTMENT TO PITCH FROM 6 AND A HALF STEPS, RIGHT?
WHAT?

7 AND A HALF AND 6 AND A HALF AREN'T MIXED UP?
?

IS YOUR PERCEPTION OF STEPPING WIDTH ALRIGHT?
IT'S OKAY FOR NOW...

WHAT DOES YOUR "UHN" MEAN?
UHN
MIXED UP...

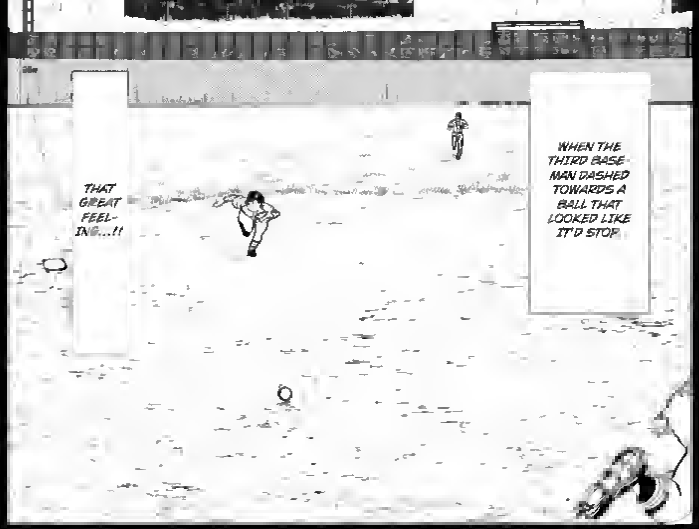
5

IS IS ALRIGHT OR IS IT NO GOOD?
WHICH IS IT?

13

5
6
SAFE!

IT FEELS GOOD.
AND I THOUGHT "HOORAY" WHEN THE BALL CAME TO THE INSIDE CORNER.
IT HAS DIFFERENT PLEASANT FEELING FROM A HIT.
NICE BUNT!
I CALMLY ENTERED THE BATTER'S BOX.
I MADE SURE THE OPPONENTS WERE NOT CAUTIOUS, AND WHILE MY HEART THROBBED ON THE INSIDE


THAT GREAT FEELING...!!
WHEN THE THIRD BASEMAN DASHED TOWARDS A BALL THAT LOOKED LIKE IT'D STOP

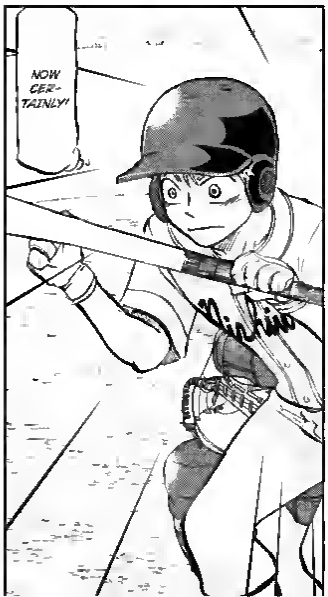
#6 BUNTED 7 TIMES DURING SUMMER TOURNAMENT
WE WERE TOO CARELESS.
HOWEVER SOMEHOW, IT LOOKS LIKE I'VE FINALLY STEPPED ON THE WAY OF A BUNT SPECIALIST...
HOWEVER

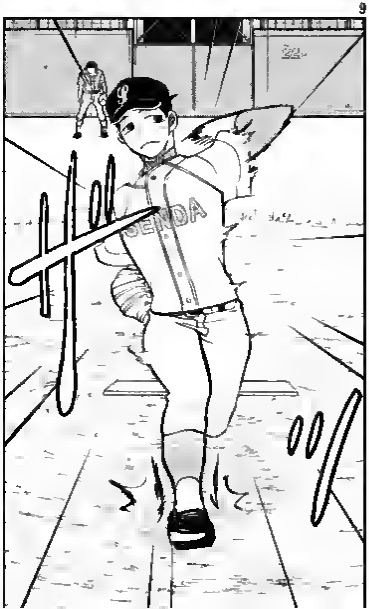
LOWER HALF IN THIS LINEUP MAY BE UNEXPECTEDLY SUITED!
SAKAEGUCHI-KUN COULD GET ON BASE AGAIN.

LET THEM DO IT
SEEMS HERE'S SACRI-FICE
OOP
OOP

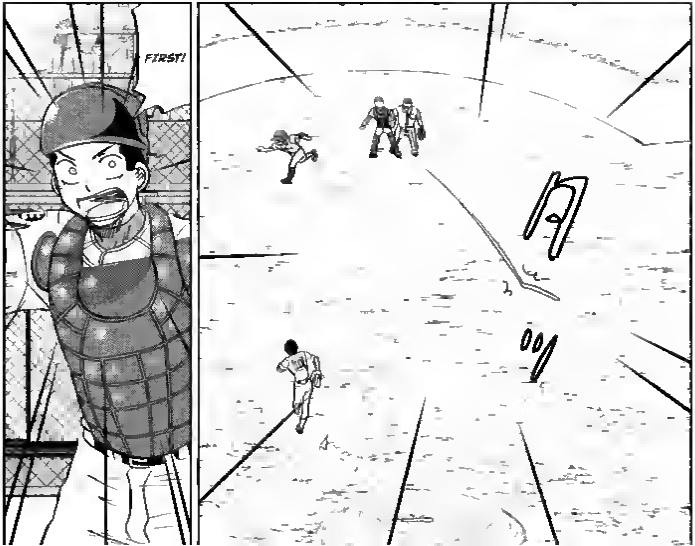
BATTING 7 LEFT FIELDER MIZUTANI-KUN
THE SECOND TIME CAME
IT'S TIME TO SHOW MY SKILLS!

IT'LL BE COOL IF I CAN DO A SAFETY LIKE SAKAEGUCHI—

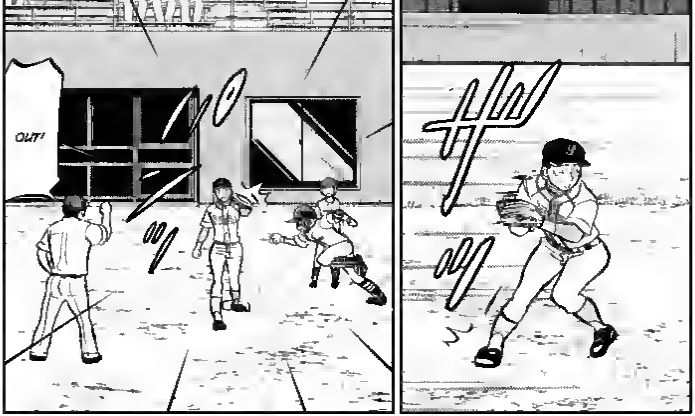

NOW CER-TAINLY!



10



18


OUT!

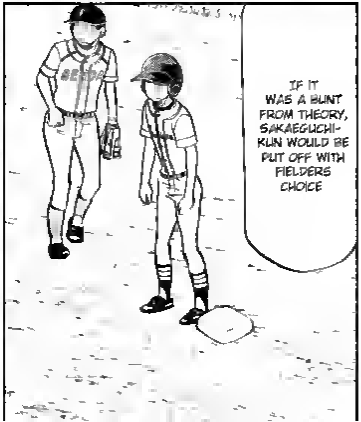
11

FUMIKI BECAME SKILLFUL WITH BUNTS!
IT SEEMS THIS TIME HE PRACTICES ONLY BUNTS
I'M HAPPY IF HE BENEFITS THE TEAM EVEN WITHOUT HITTING
NICE BUNT!

NOW THE PITCHER INTENSELY MOVED FORWARD, RIGHT?
I UNDER-STAND!
WHEN A BUNT FAILS EVEN THOUGH I'LL BE CHEERING IT'S EMBARASSING

BUT THE PITCHER QUICKLY DASHED TOWARDS FIRST BASE, RIGHT?
IF THERE'S A RUNNER ON FIRST BASE IN THEORY YOU'LL PUT A GROUNDER TOWARDS FIRST BASE
EH? WHAT?

AFTER WATCH-ING PITCHER'S MOVE-MENTS,
THAT'S WHY
I SEE!


IF IT WAS A BUNT FROM THEORY, SAKAEGUCHI-KUN WOULD BE PUT OFF WITH FIELDERS CHOICE

HE PROMPTLY PUT A GROUNDER TOWARDS THIRD BASE
HE MADE A GREAT PROG-RESS, THAT CHILD!
PROBABLY IT WAS THE PITCH FROM OUTSIDE TOO.
I DON'T UNDERSTAND VERY WELL, I FEEL LIKE HE'S BEING PRAISED---
?
?

USUALLY BUNT PRAC-TICE TEND TO BE POST-PONED,
LAST TIME WE SCORED WITH HIT-AND-RUN.
THAT IS,
I CAN'T LOOK DOWN ON THE TEAM WHERE BUNTS ARE PROPERLY USED.
IT'S THE DEVELOP-MENT WHEN THEY WANT I POINT NO MATTER WHAT
Batting 4th, catcher Abe-kun.

IF THEY'RE COMING WITH HIT-AND-RUN, WE'LL ATTACK WITH INSIDE PITCH AND PREVENT BASE RUNNING.
I DON'T NEED TO WORRY ABOUT INSIDE PITCHES WITH ITSUKI.
SO THEY SHOULD WANT TO SCORE WITH THIS GUY.
YES!
THEY DON'T HAVE EXPECTATIONS OF NEXT BATTER.

IT WAS HIT-AND-RUN AT PREVIOUS AT-BAT SO THERE WAS A NEED TO GO WITH THE FLOW
SIGN IS "TO HIT"

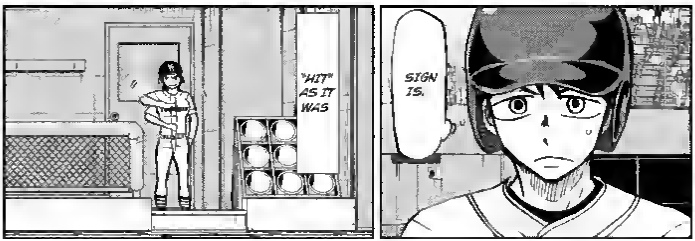
14

YEAH
I THINK IT'S OKAY TO BE THAT CAREFUL.
LOW INSIDE OUT-SIDE OF STRIKE ZONE.
BUT IF BALLS ARE TOO LOW IT'S QUITE POS-SIBLE TO GIVE UP THIRD BASE WITH JUST SWING AND MISSING IF THEY COME RUNNING.
STILL HIGH PITCHES ARE DANGER-OUS

22

INSIDE!

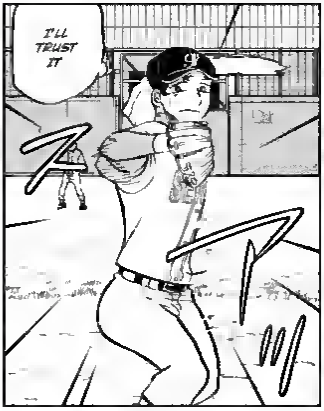
RUNNER DIDN'T MOVE!
THEY ARE COMPLETELY ON GUARD TO HIT-AND-RUN.

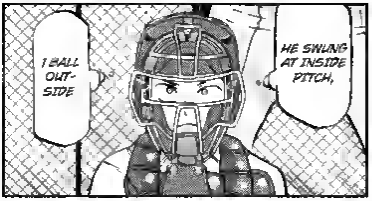

"HIT" AS IT WAS
SIGN IS.

16

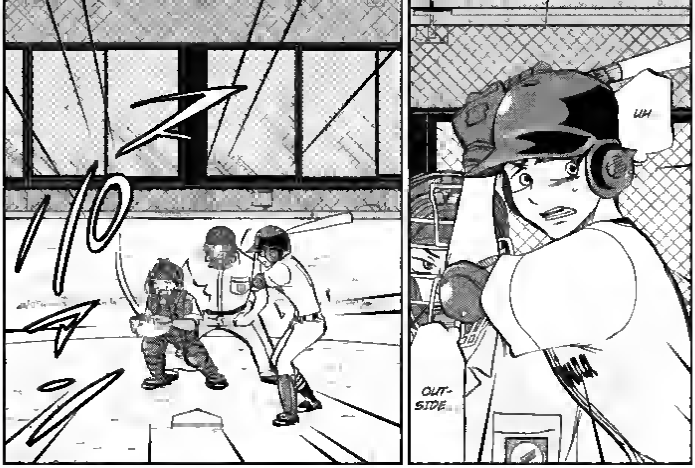
THERE ALSO SHOULDN'T BE BALLS THAT MAY BOUNCE ONCE
IF THEY THINK IT'S HIT-AND-RUN THERE WON'T BE OUTSIDE PITCHES.

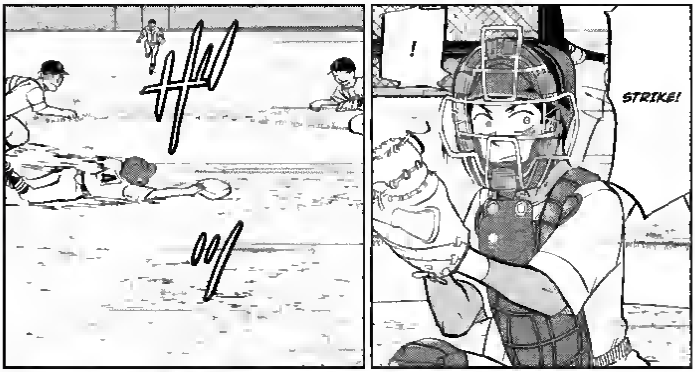
THEY SHOULD THINK WE ARE ON GUARD TO HIT-AND-RUN AFTER LOOKING AT MY CHECK-THROW STANCE.
THERE IS NO CHANGE IN THE SIGN?


I'LL TRUST IT

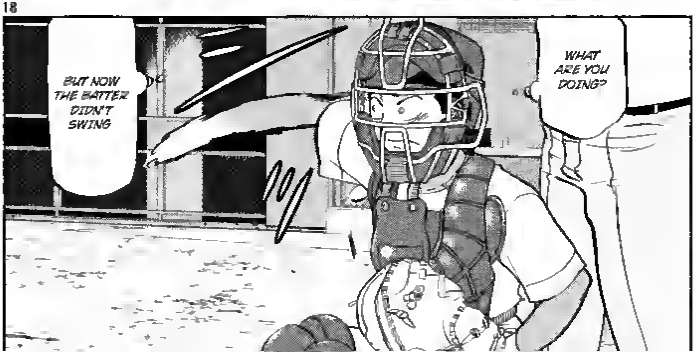

I BALL OUT-SIDE
HE SWUNG AT INSIDE PITCH,

IT'S OKAY TO GET INTO STRIKE ZONE EIGHT?
CURVE-BALL


UH
OUT-
SIDE


!
STRIKE!

18

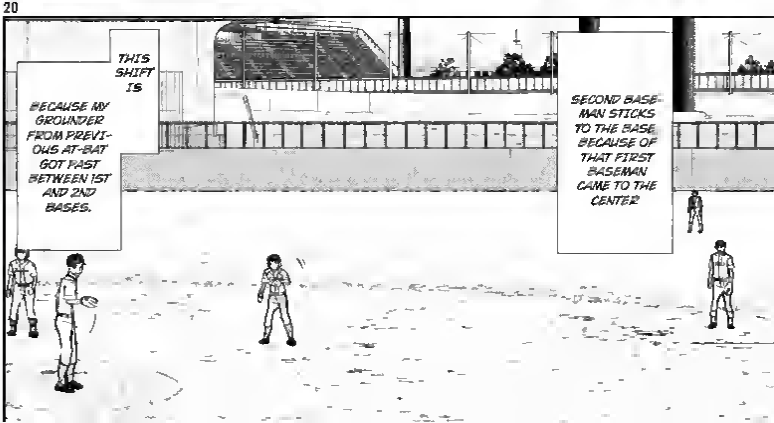

BUT NOW THE BATTER DIDN'T SWING
WHAT ARE YOU DOING?

DON'T FALL IN A TRAP
THERE IS NO WAY THEY CAN STEAL WITH YOU AS OPPONENT
SIGN MISS?
IF IT'S HIT-AND-RUN THEN YOU'LL SWING EVEN IF IT MISSES.
IT'S A GOOD APPROACH TO HELP THE BATTER A LITTLE EVEN IF YOU CAN'T STEAL A BASE
GOOD! SAKAEGUCHI-KUN PRETENDING TO RUN

LET'S BATTLE A BATTER
2
ARE YOU SAYING IT'S OKAY TO IGNORE SECOND BASE RUNNER?
EH?
RATHER THAN WORRYING ABOUT A RUNNER AND MAKE HIM PITCH STRICTLY,
WE'RE STILL IN THE MIDDLE
IT'S POSSIBLE

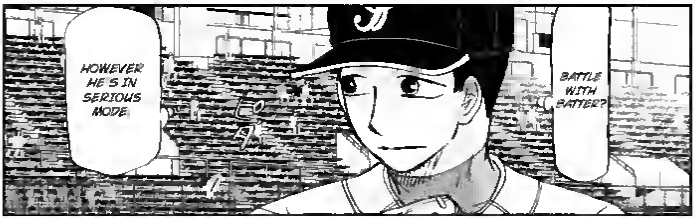
ALLOW THEM TO TAKE THE LEAD WE STILL HAVE MIYAMORI.
EVEN IF WE
CAN'T BE HELPED IF WE GIVE UP 1 RUN AFTER BEING HIT.

20

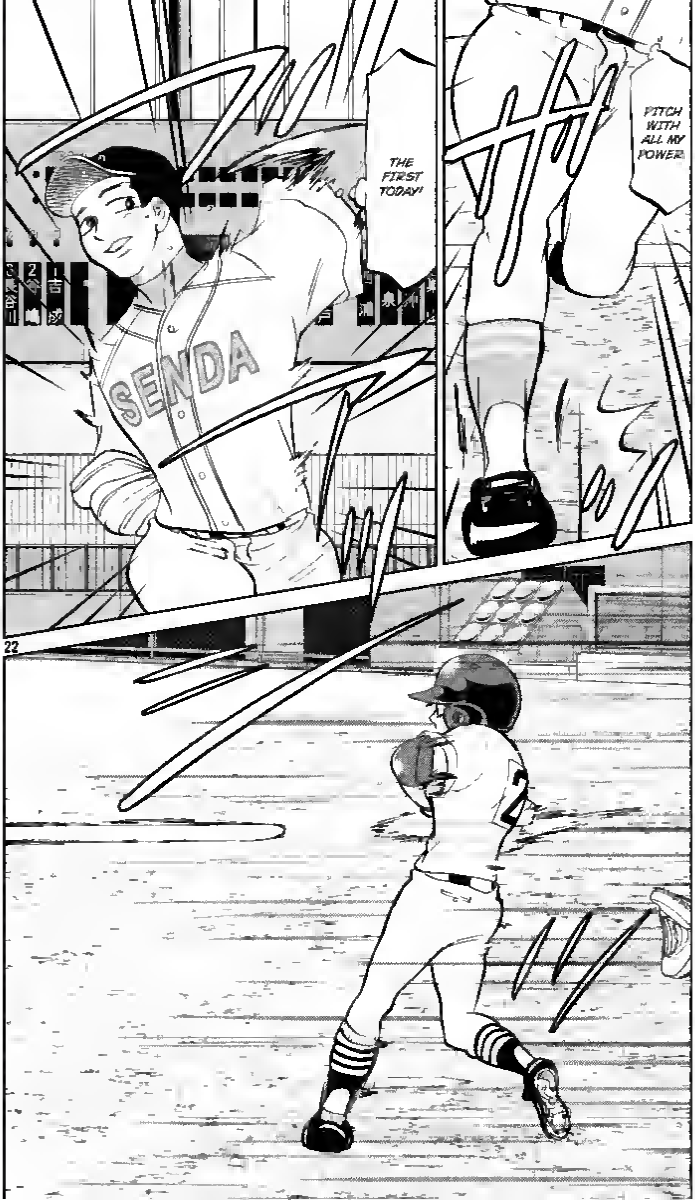

THIS SHIFT IS
BECAUSE MY GROUNDER FROM PREVIOUS AT-BAT GOT PAST BETWEEN 1ST AND 2ND BASES.
SECOND BASEMAN STICKS TO THE BASE BECAUSE OF THAT FIRST BASEMAN CAME TO THE CENTER

28

THERE WON'T BE AN OUTSIDE PITCH!
AFTER A CURVE-BALL TO OUTSIDE,
I'LL GET HIGH INSIDE PITCH FLYING!
DIAGONALLY TO CURVE-BALL OUTSIDE AND MOREOVER ADDING SPEED DIFFERENCE,
FASTBALL HIGH AND INSIDE


BATTLE WITH BATTER?
HOWEVER HE'S IN SERIOUS MODE.

WELL, PROBABLY BECAUSE THEY WON'T GET A RUN IF WE CUT THIS GUY OFF


THE FIRST TODAY!
PITCH WITH ALL MY POWER.
SENDA
22

SAKAEGUCHI, GO!!
SERI-OUSLY?!
GO!!

24

32

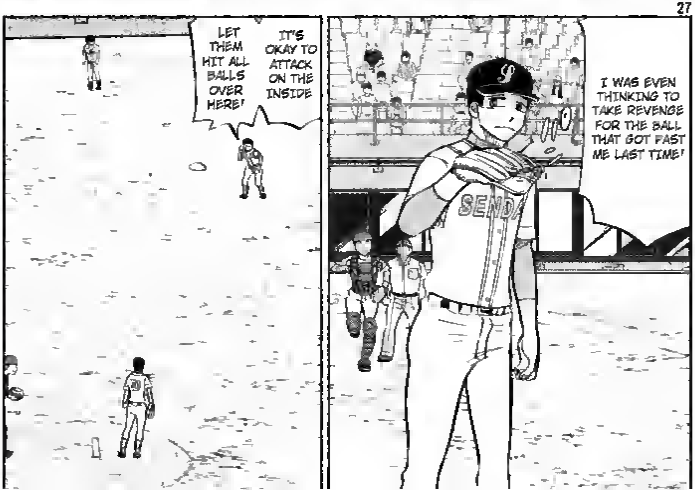
1, 2...
Nishiura
4
NICE BATTING!!

MUSCLE TRAINING DOESN'T BETRAY!
HIGH!
WASN'T IT A BALL?
I COULD SWING LIKE THAT!

THEY GOT 1 RUN AND AGAIN 1 OUT, RUNNER ON SECOND
WHAT'S WITH THAT IDEAL ATTACK?
WILL WE REALLY WIN!?
WHAT'S THAT!?

8TH BATTER CATCHER FROM THE TEAM WITH ONLY FIRST-YEARS?
YOU'LL HIT IT?
EVEN MORE IT WAS FULL POWER PITCH
IT WASN'T IN THE BORDERS.

WHY DID YOU THROW HIGH BALL!?
PITCHER!

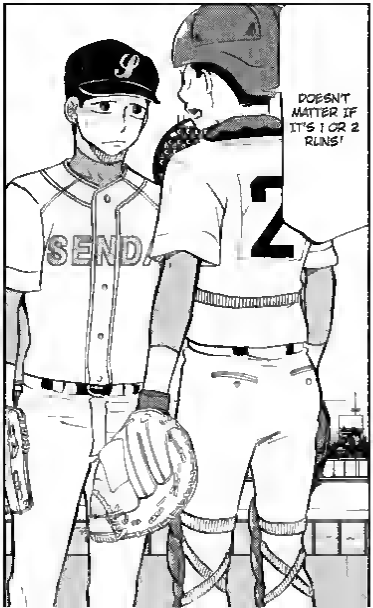

LET THEM HIT ALL BALLS OVER HERE!
IT'S OKAY TO ATTACK ON THE INSIDE
I WAS EVEN THINKING TO TAKE REVENGE FOR THE BALL THAT GOT FAST ME LAST TIME!

I THOUGHT IT WAS OKAY TO PITCH IT TOO
NO,

SORRY!
IT WAS EASY.
SENDA

AT THE LATEST AT THE END OF MIDDLE INNINGS OUR BATTING LINEUP WILL EXPLODE

WE WON'T LET THEM HIT.
AND 3 RUN?
SENDA


DOESN'T MATTER IF IT'S 1 OR 2 RUNS!
SEND.
2

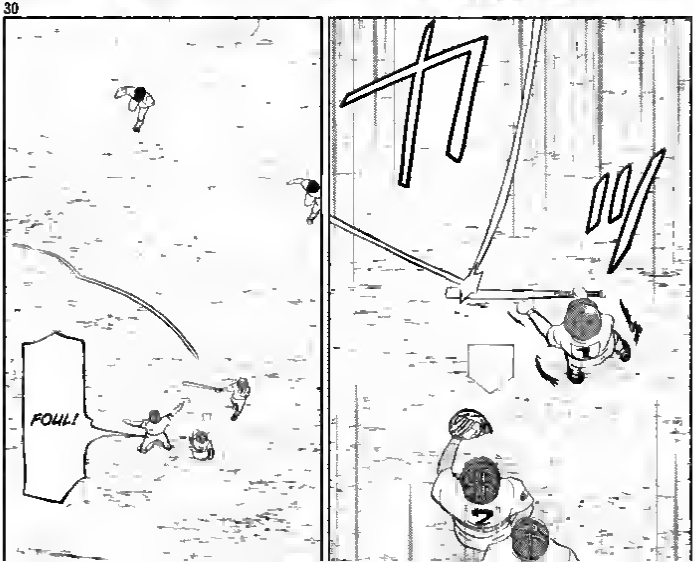
ME TOO!
I'M COUNTING ON YOU.
2
10

THIS DISTURBING FEELING?
WHAT'S
BUT...
TRUE I WON'T FEEL DEFEATED GIVING UP 1 OR 2 RUNS.

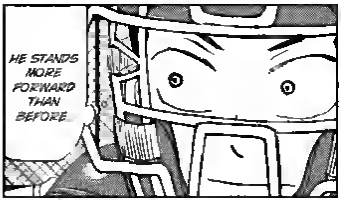
REALLY CAME OUT TO FRONT
FIRST AND THIRD BASEMEN
BUT,
WE HAVE RUNNER ON SECOND
BATTING 9TH PITCHER MIHASHI-KUN.

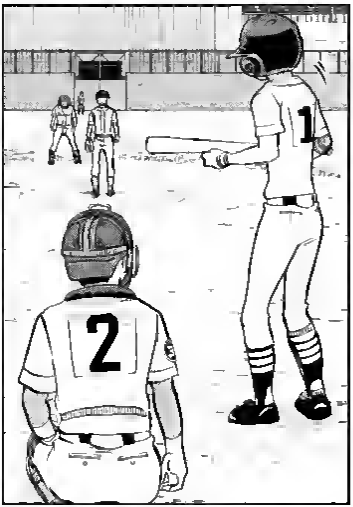
29

10
SHORT-STOP LEANS TOWARDS SECOND BASE
IF IT'S A BUNT THIRD BASEMAN RETURNS TO THE BASE
SO IT SHOULD BE
AND PITCHER WILL RUN IN THIRD BASE DIREC-TION
EVEN UNDER NORMAL CIRCUM-STANCES IT'S DIF-FICULT TO BUNT IF IT'S LEFTY VS LEFTY
YOU CAN'T HIT A GROUNDER TOWARDS FIRST BASE FROM SLIDER AWAY

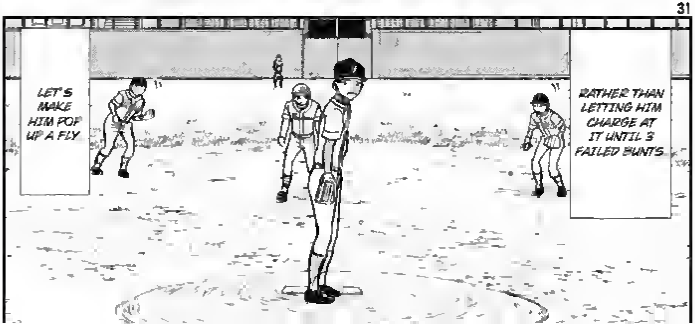

FOUL!

LET'S CONTINUE WITH A SLIDER.
RIGHT.


HE STANDS MORE FORWARD THAN BEFORE.


1
2

HE WANTS TO HIT IT BEFORE THE BREAKING BALL BENDS?

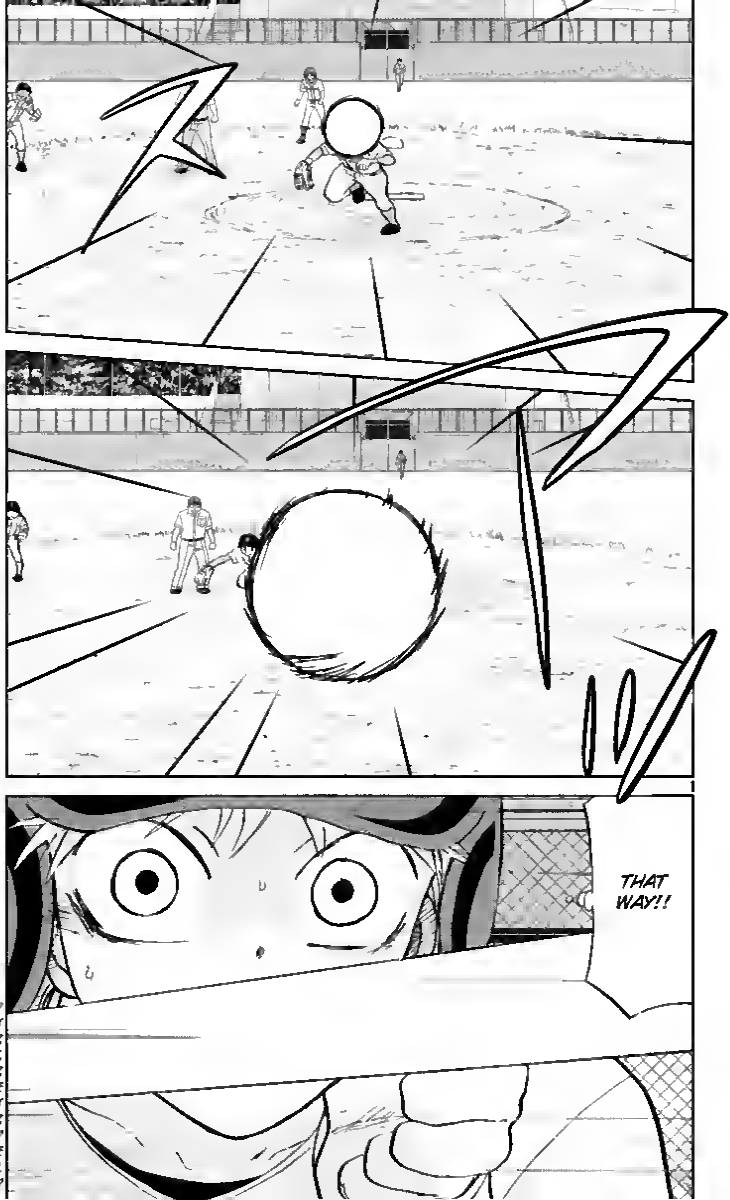

LET'S MAKE HIM POP UP A FLY.
RATHER THAN LETTING HIM CHARGE AT IT UNTIL 3 FAILED BUNTS.

HIGH INSIDE!
SOME-HOW I'M GETTING AN UN-LUCKY FEELING THOUGH.
IT'LL BE ALL RIGHT
IF I PITCH PROP-ERLY!

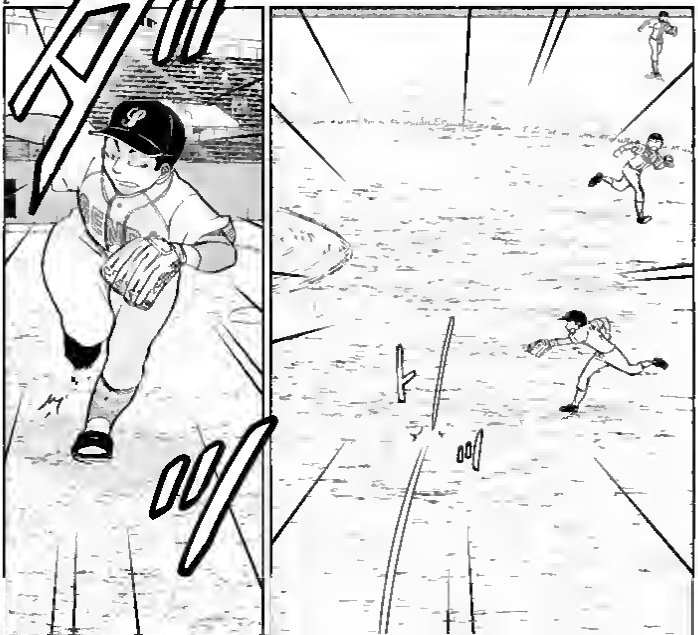
32

HIGH INSIDE!

oofuri chill en joy!
editor: subtitled@ tumblr
translator: victoriel @tumblr


THEY LEAVE AGAIN AGAINST THE HIGHER OPPONENT, MOREOVER, IT'S A CHANCE WITH 1 OUT AND RUNNER ON SECOND BASE! MAYBE WE WILL REALLY WIN!?
THAT WAY!!

2

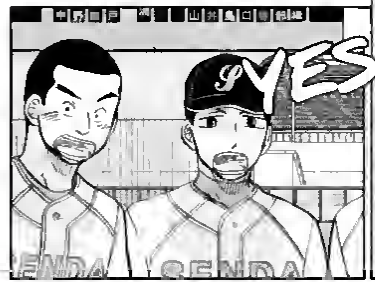


おおきく振りかぶって
びぐちアザ
CHIN SAITAMA TOURNAMENT 9

SKILL-FUL!
DID IT!
I
Nishiura
TIME!
1 OUT. RUN-NERS ON 1 AND 3 BASES.
LET'S PUT 1 MORE RUN.
WAH!
SENDA TOOK TIME-OUT!
4

I WANT TO AVOID THIS BECOMING A BIG INNING DRAGGING IT ON!

1 OUT, RUNNERS ON 1 AND 3 BASES.
CAN'T BE HELPED WITH 1 RUN, THINK ABOUT HOW TO PREVENT RUNNERS ON SECOND AND THIRD BASE.


YES!

IN THAT CASE GETTING AN OUT HAS PRIORITY.
ALTHOUGH RUNNER ON FIRST IS A PITCHER SO PAY ATTENTION TO A RUNDOWN.
YES! YES!

1ST AND 2ND BATTERS CAN'T HIT IT!LIKI
IF THEY SCORE, IT'S FROM A TRICK PLAY OR OUR MISS

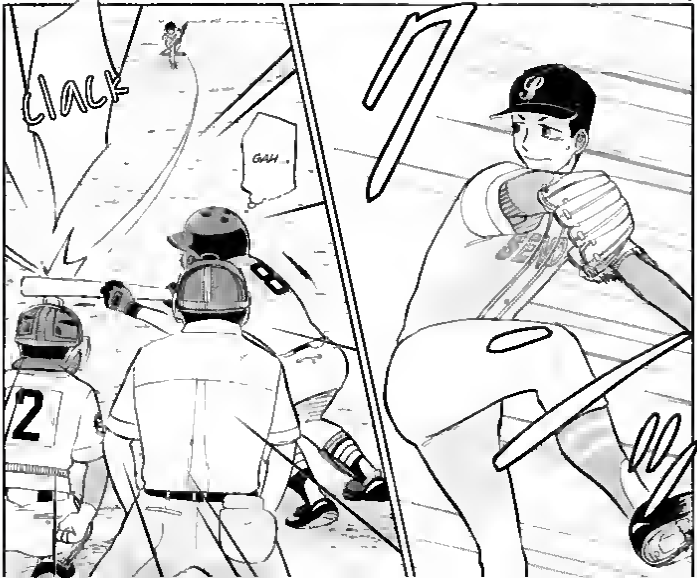
CHECK YOUR DEFENCE POSITIONS! LET'S DEFEND PROPERLY!!

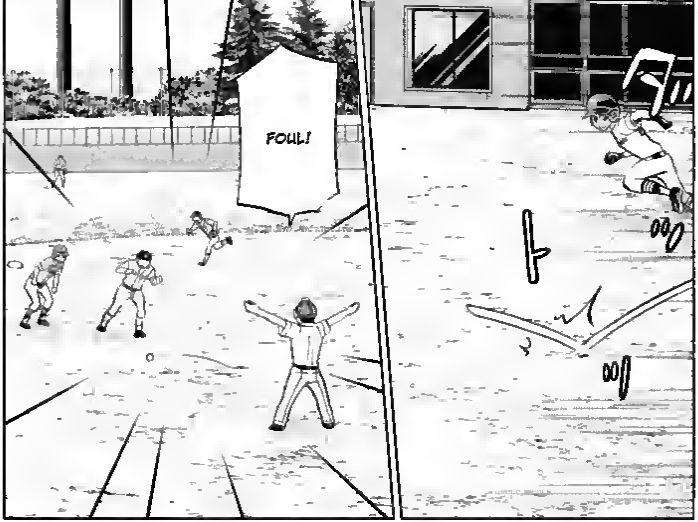
6

ON THE CONTRARY, THERE WON'T BE SQUEEZE FROM BUNT STANCE...
BUT THERE IS A RUNNER ON THIRD, SO WE CAN'T ALLOW ANYTHING EXCEPT POSITIONING INFIELDERS FOR BUNT
PLAY!

7

WE'LL GRATEFULLY TAKE THIS!
HONESTLY I WAS WORRIED ABOUT LETTING HIM HIT.
—THAT'S WHAT THEY THOUGHT BUT STILL, THEY ARE NOT IN BUNT POSITION EXCEPT FOR MIDDLE DEFENCE.
I WON'T MAKE IT EASY
LEFT-HANDED OPPONENT.
THEY ARE PREPARED TO GIVE UP 1 RUN.


CLACK
GAH...
SEND
2



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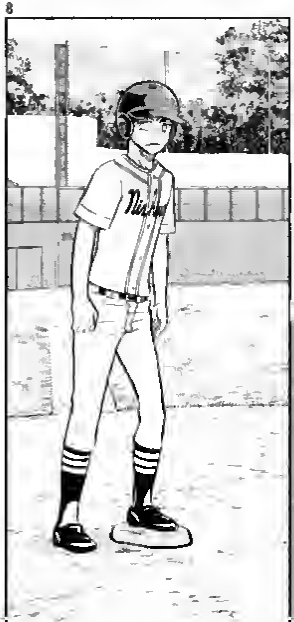
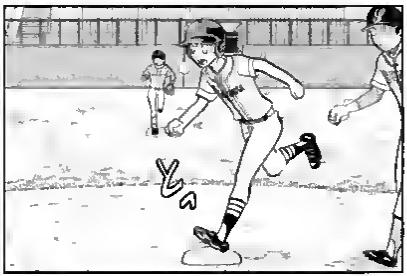




7
6

IF THEY ARE DOING IT, IS IT SAFETY SQUEEZE?
EVEN IF IT IS, WE'LL JUST GET A 1 OUT

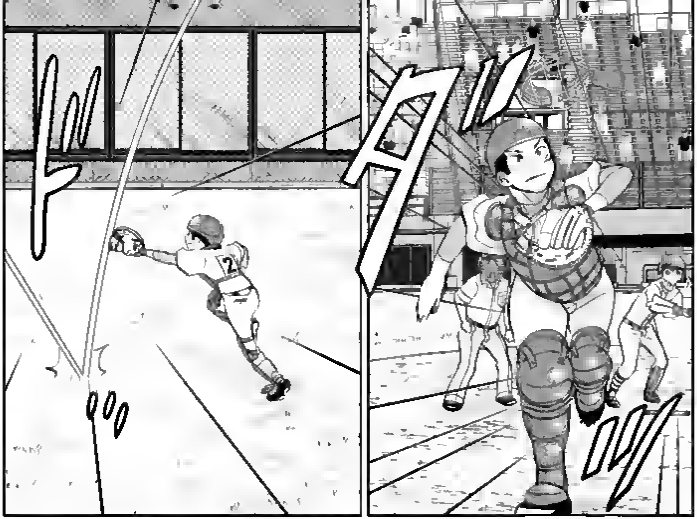
9

RIGHT SIDE?
EVEN IF IT IS, I STILL DON'T WANT TO GIVE THEM 1 RUN
I'M COUNTING ON YOU SEIICHIROU
HE WAS A SWITCH-HITTER?

ITSUKI DOESN'T HAVE A PITCH THAT ESCAPES FROM RIGHT-HANDED BATTERS.
TAP
TAP
WE'LL FACE RIGHT HANDED BATTER.
IF I BUNT WE'LL SCORE 1 RUN
I'LL DEFINITELY DO IT!
THIRD RUNNER!
SENDA

10

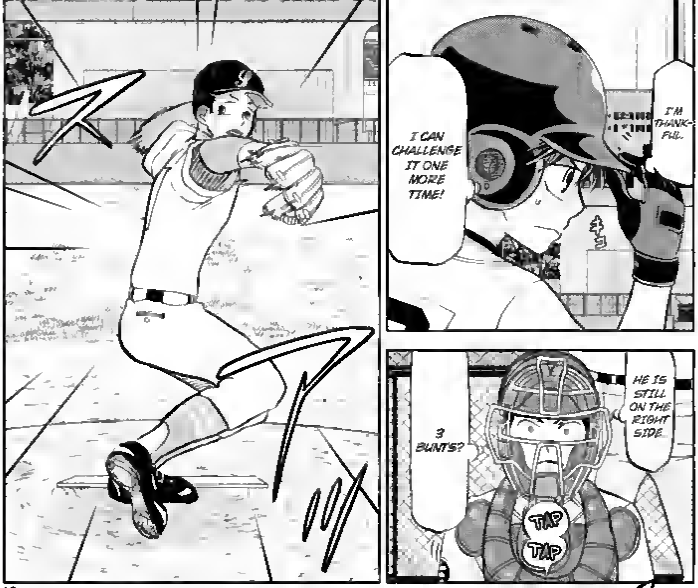
HIGH INSIDE!


トゥ
ダン

CAN'T HIT A BALL THAT YOU CAN'T BUNT-
Pinkiura

FOUL!
BUT LOWER BATTERS ARE GOOD AT BUNTING.

SO MIYASHI BUNTED THAT KIND OF PITCH.


I'M THANKFUL.
I CAN CHALLENGE IT ONE MORE TIME!
HE IS STILL ON THE RIGHT SIDE
3 BUNTS?
TAP
TAP

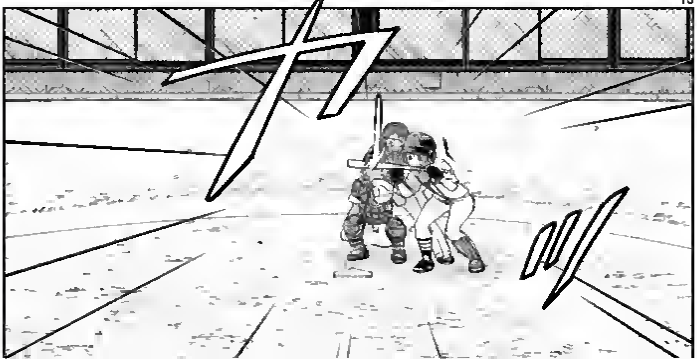
12

NEXT WILL BE INSIDE!
IT ESCAPED OUTSIDE
BALL!

TWO STRIKES.
YOU ARE UNDER A LOT OF PRESSURE
TAP
TAP
I KNOW PITCH THAT WILL COME
THIS TIME I'LL GROUND IT!

NO TRICKS
POP IT UP!

13



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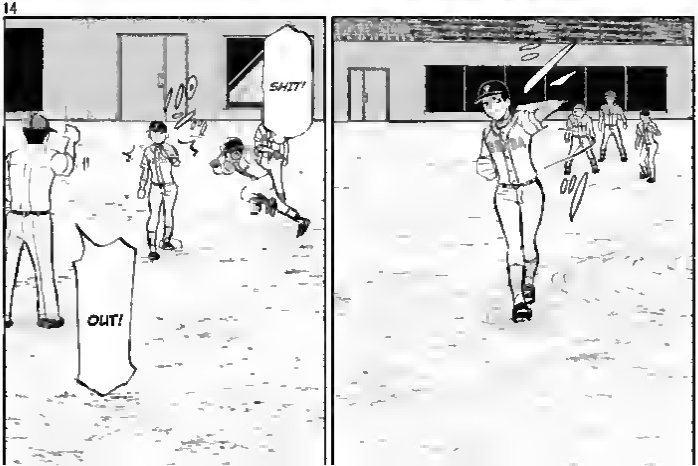
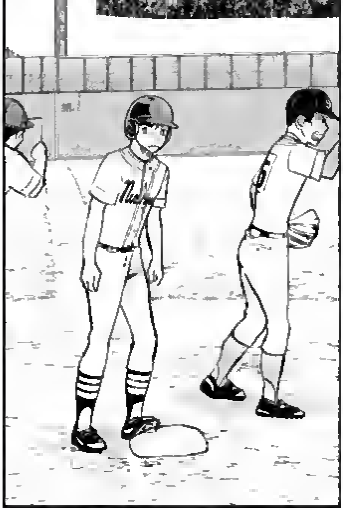
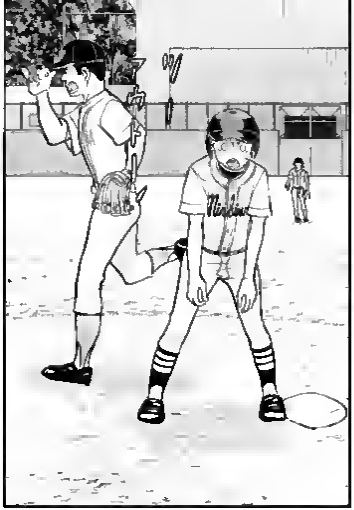


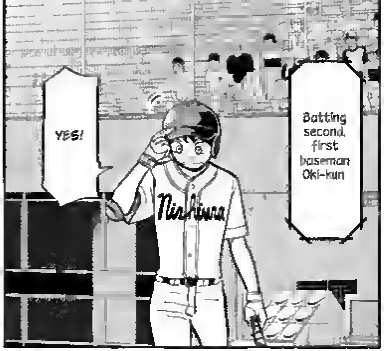


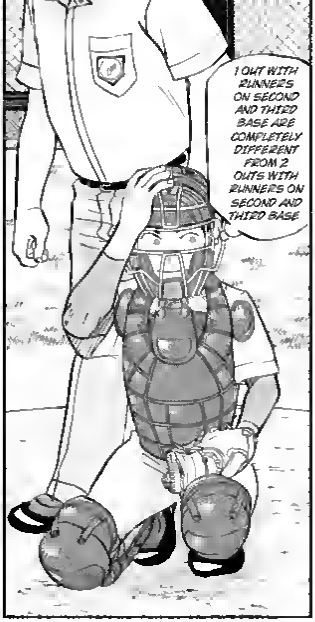


INFIELDERS, THROW TO FIRST!
TWO OUTS!

SHOULD I HAVE LET HIM HIT EVEN IF THE PROBABILITY WAS BAD?

BUT RUNNERS ARE ON 2 AND 3 BASES!


YES!
Batting second, first baseman Oki-kun


1 OUT WITH RUNNERS ON SECOND AND THIRD BASE ARE COMPLETELY DIFFERENT FROM 2 OUTS WITH RUNNERS ON SECOND AND THIRD BASE

IF WE TAKE LEAD WITH 3 RUNS IT REALLY MAY BE POSSIBLE TO WIN

16

FROM A CURVE BALL

IF THEY TAKE IT FROM HERE THEN IT'LL BE THAT MUCH WASTEFUL

LET'S GO WITH EASE
THIS GUY IS THE SAFEST

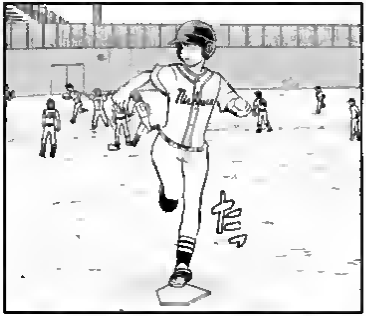
WITH ONE HIT WE'LL GET 2 RUNS
BE GREEDY!
GOOD GOOD SWING AT STRIKES!
ONE BALL TO STRAIGHTEN UP
TAP
TAP
17

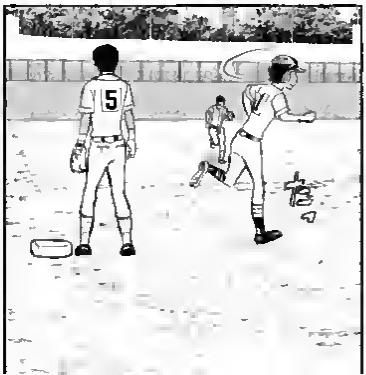
EVEN IF I WON'T GET THEM HOME IF I TURN IT TO SUYAMA

18

TN: Precisely not a fastball but a ball that's fast.

20

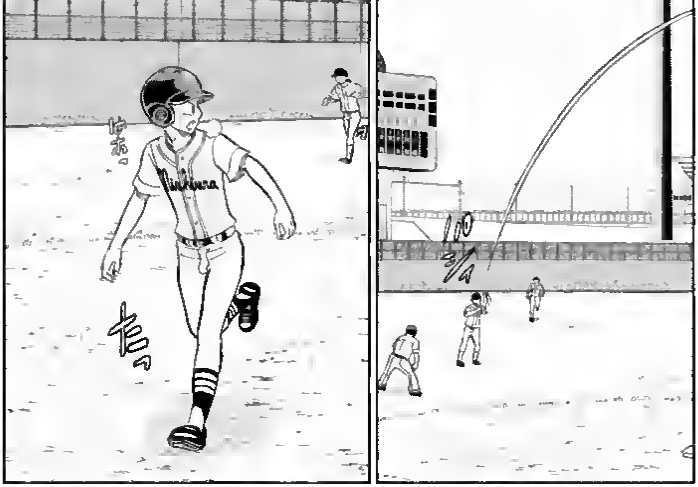




88

I'M COR-NERED!
A CURVE AND 2 FASTBALLS. THEN NEXT WILL BE... NEXT WILL BE...
YOU'LL GET SO EXCITED OVER CON-TINUOUS FOULS?
THE 2ND BATTER AT THE SUMMER TOURNAMENT ALMOST DIDN'T HIT.
TAP
TAP

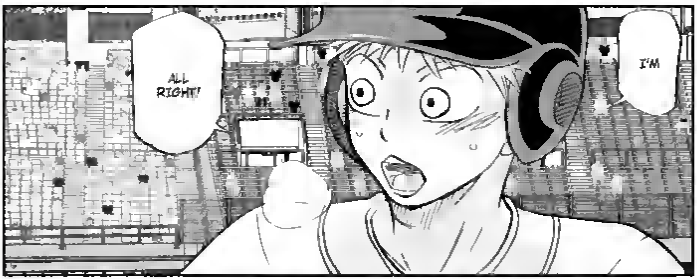
SENDA
FAST-BALL!
21


Nishinra
Nishinra

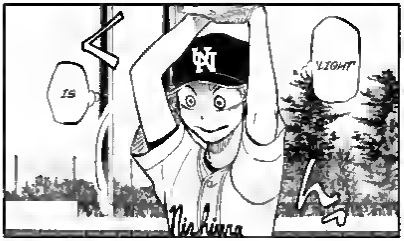
22

Nishinra
Nishinra
I EVEN HAVE THE SAME PRAC-TICE AS OTHERS.
WHY CAN'T I GET A HIT?
AFTER ALL,
I CAN'T GET A HIT?
IT'S NO GOOD
IF IT'S THE SAME PRAC-TICE

LET'S MAKE THE PITCHING PRACTICE LIGHT, TOO.
RELAX A LITTLE BEFORE PITCHING
1
2
YOU MADE 7 DASHES
Nishiura
Nishiura
EH?
ARE YOUR LEGS ALL RIGHT?


ALL RIGHT!
I'M

DOESN'T MATTER! WE'LL STILL DO IT!!
yes!



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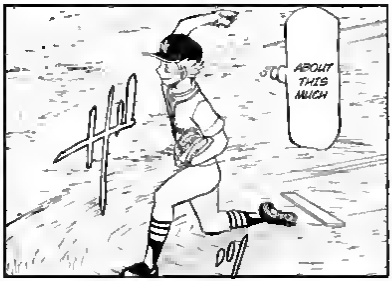
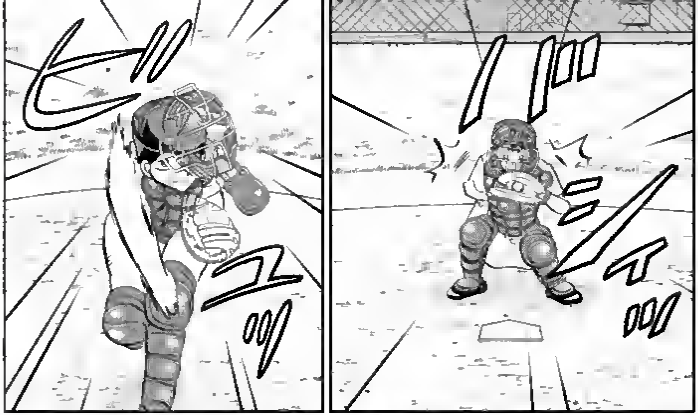
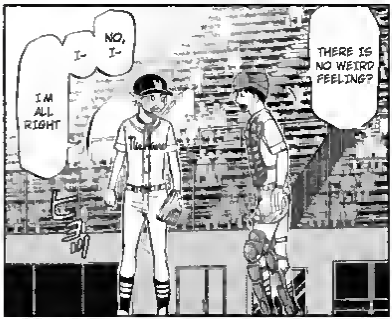


I WANT TO PITCH ONE BALL PROPERLY.
BALL BACK!





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CHAPTER 112
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Cleaner: annerooo
Typesetter: annerooo
Presented by:
Oofuri Baka
http://oofuri-baka.tumblr.com

この漫画はフィクションです。実在の人物、団体等とは関係ありません。

YE-
YES!
DON'T THINK ABOUT THAT AND ATTACK MORE
DID YOU GET IT, SEIICHI-KUN?
EH
IF MIYAMORI DOESN'T PITCH A LITTLE, HE CAN'T HOLD HIS RHYTHM.

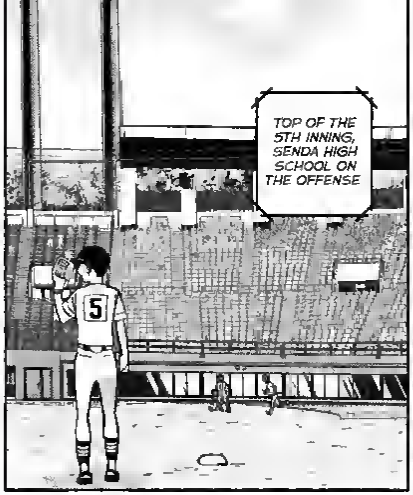
*Spring Koshien

SO WE CAN'T CUT CORNERS. IF I THINK TILL THE END OF JINGU**, IT'S A LONG SEASON.
BUT THE FALL TOURNAMENT IS DIRECTLY CONNECTED TO SENBATSU*,
IT'S NOT THE MATTER TO BE SO CAREFUL ABOUT
HE'S A PERFECTIONIST

2 **Meiji Jingu Tournament (see last page for more info)

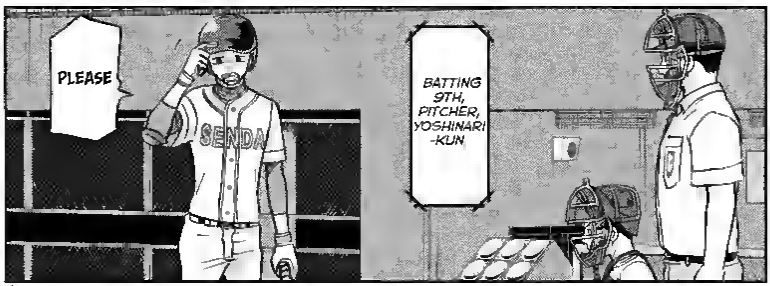
前回まで！

監督は女性、選手は全員1年生。県立西浦高校硬式野球部は、夏の大会で初出場ベスト16の快挙をなしとげた。覚悟を新たに再始動、合宿や遠征練習試合で力をつけ、秋季埼玉大会の地区予選を勝ち上がった。迎えた秋季県大会、初戦の相手は夏大会準優勝チーム。気を抜くと一気に圧倒されそうな強豪の地力を感じつつ西浦は序盤リードするが、三橋の持ち球に対応してくる千葉に、三橋と阿部のバッテリーは不安を隠せない……。



三橋 廉（みはし れん）

主人公。西浦高校1年。自信過小で挙動不審だが、抜群の制球力と向上心を持つエース。決め球である「クセのある直球」に限界を感じ、レベルアップを目指す。打順は9番。



4

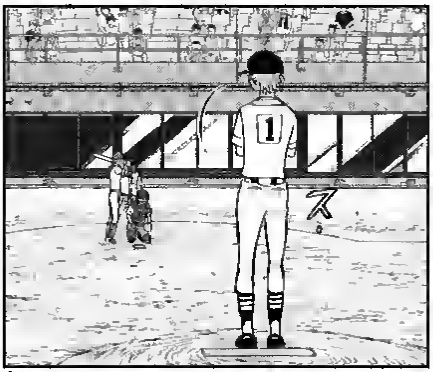
阿部隆也（あべ たかや）

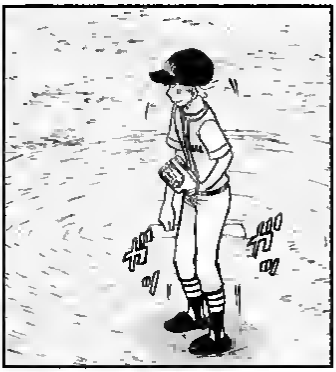
西浦高校1年。副主将。三橋の「相手としての資質に憧れ込み。バッテリーを組む正捕手。野球理論の学習にも熱心に取り組む。三橋の向上心の性急さに不安を感じさせない。打順は8番。

作者近況
ひぐちアサ
夏の高校野球大会が始まりました～今年も、大変、楽しみです！

5

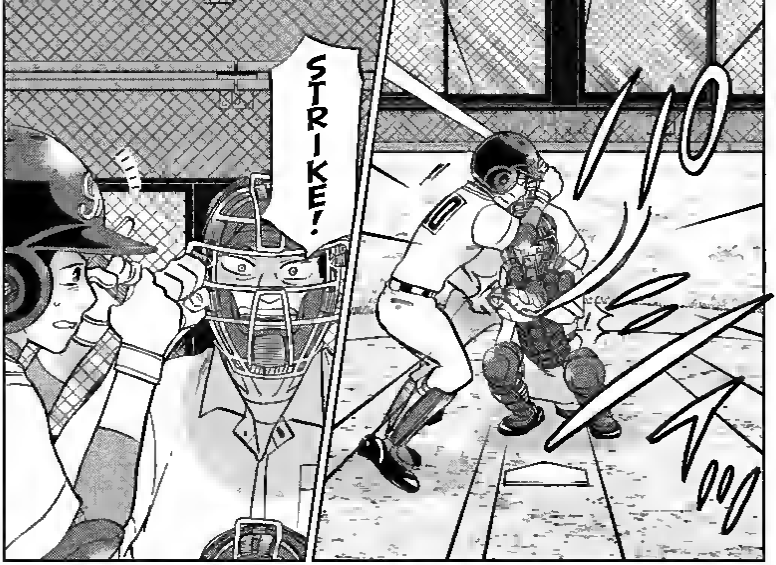
田島悠一郎（たじまゆういちろう）
西浦（にしうら）高校1年。サード。
抜群の野球センスを誇る。
4番を打つことが多かったが今回は5番。

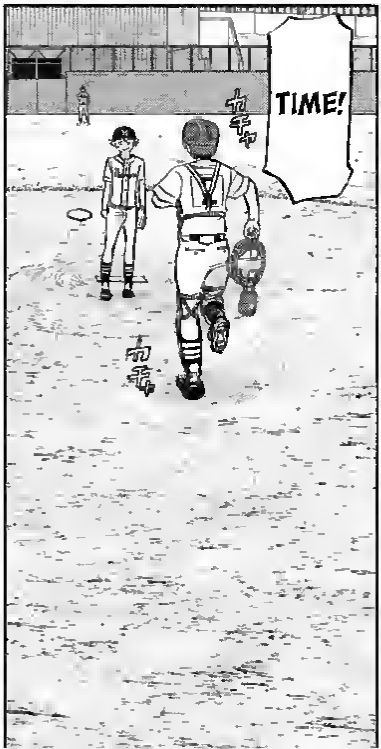




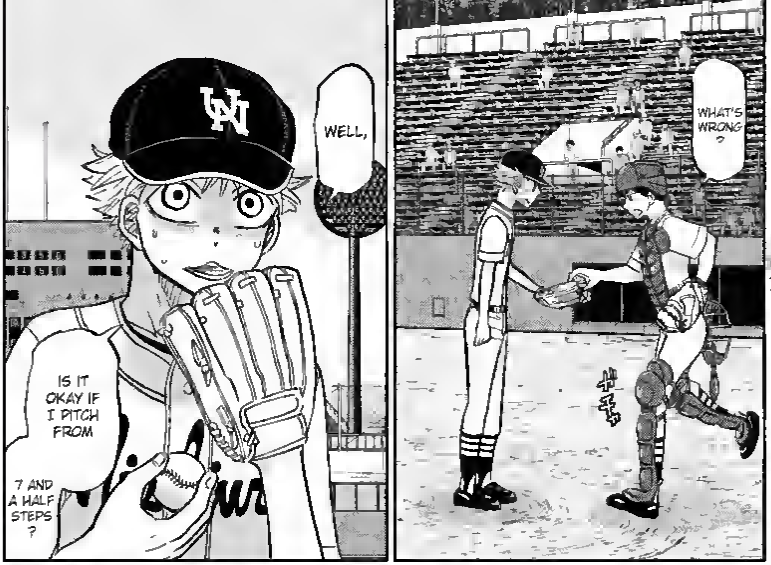
6

水谷文貴（みずたにふみき）
西浦高校1年。
たまに意地と勇気を見せる。
打順は7番。レフト。





ナフォディーン KC
おおきく振りかぶって 1～23
ひぐちアサ
勝つために、喰って寝る。純なエースのために、行け、オレら！読むためになり、血涙を肉躍り戻する本格高校野球漫画！
絶賛発売中!!!
定価 本体524円～562円（税別）



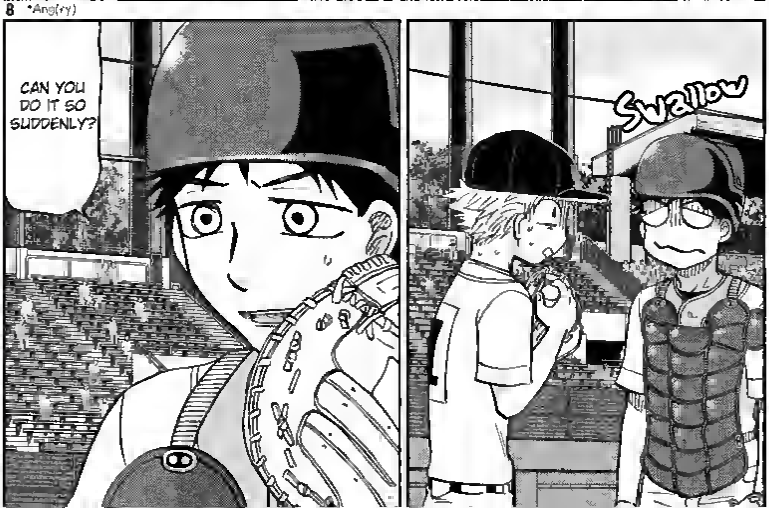
百枝まりあ

西浦高校野球部監督、通称モモカン。合理的かつ情熱的な指導で部員を掌握。西浦高校野球部OG（当時は軟式）。

百枝利昭

東京の野球強豪校のOBで、豊富な指導経験もある西浦のコーチ。西浦監督モモカンの父。三橋の投球フォームの歩幅は、現在の7足半より6足半のほうが合うとアドバイス。

8 *Ang(ry)



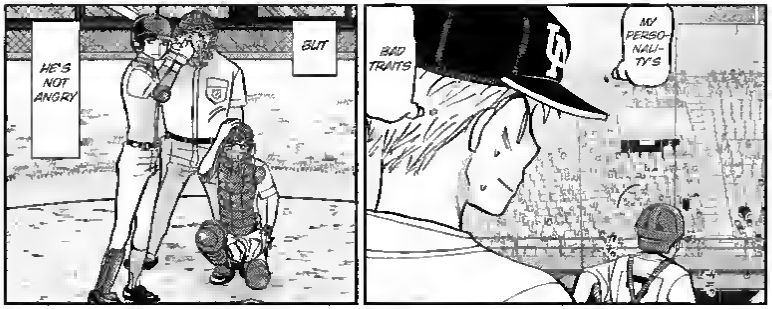
ひぐちアサ

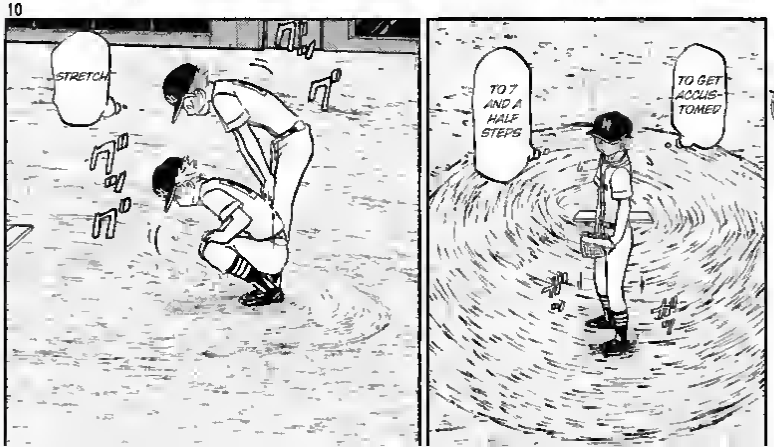
新感覚ファミリードラマついに単行本化!! 表題作のほか、反響を巻き起こしたゆくえところも収録!!

絶賛発売中!!!

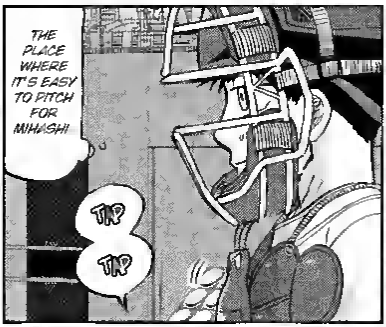
定価 本体505円(税別)

栄口勇人（さかえぐちゆうと）
西浦高校1年。気配りのできる副主将。打順は6番。セカント。

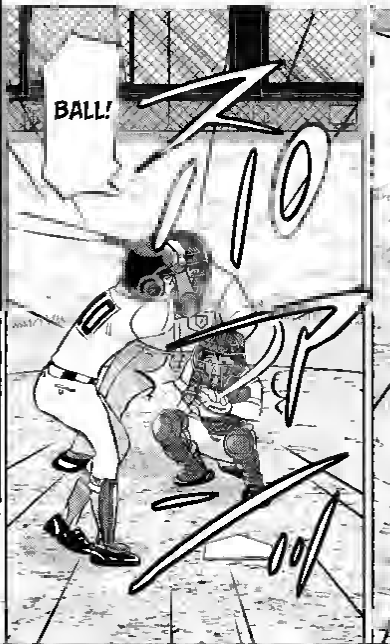




沖一利（おきかずとし）
西浦高校1年。左利きのファースト。打順は5番が多かったが、今回は2番に。

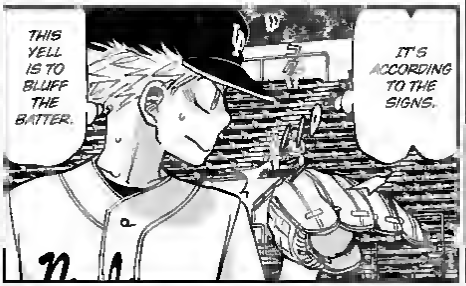


11

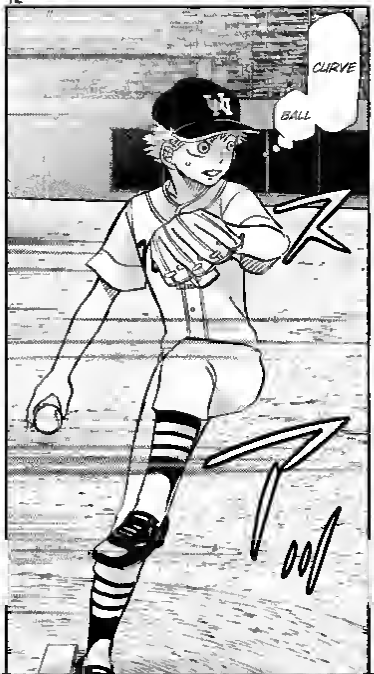


129

アフタヌーンKC
ヤサシイワタシ(全2巻)
ひぐちアサ
性格に問題アリのお姉さんと挫折したやさしすぎボーイ。痛々しいほど未熟な青春の恋模様。
絶賛発売中!!!
定価 本体505円～552円(税別)

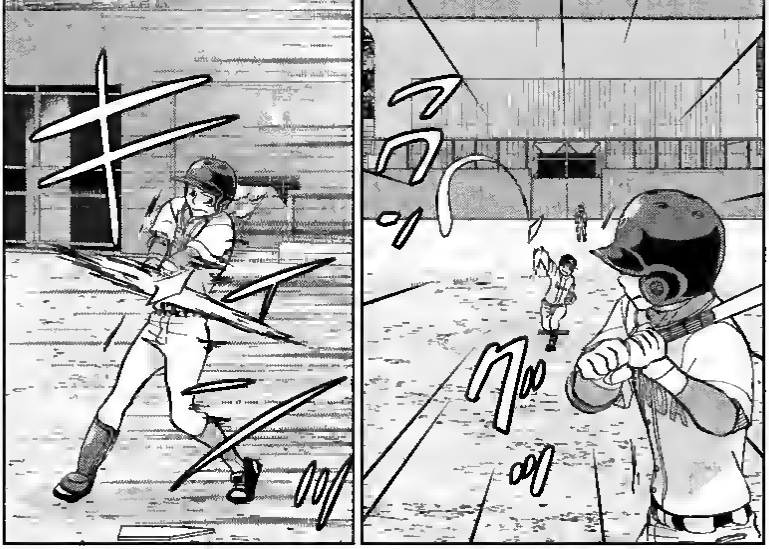


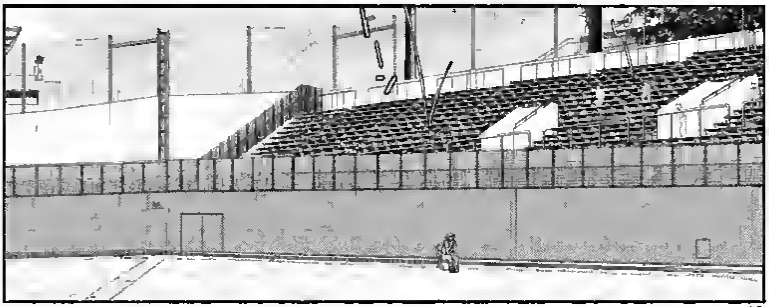
12



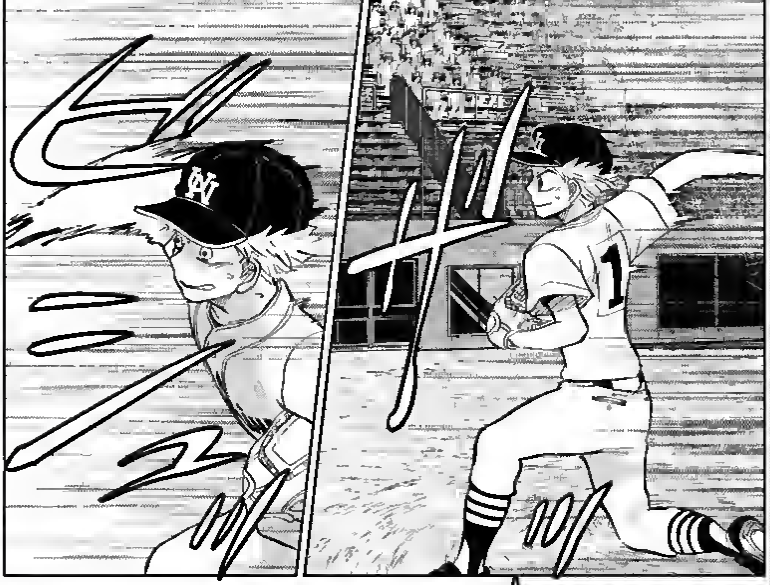
メールマガジンやってます。
本誌や単行本などの最新情報をお届けします！
毎月2回発行
▼7日▼25日予定
登録はコチラから!!
https://eq.kds.jp/kmail/

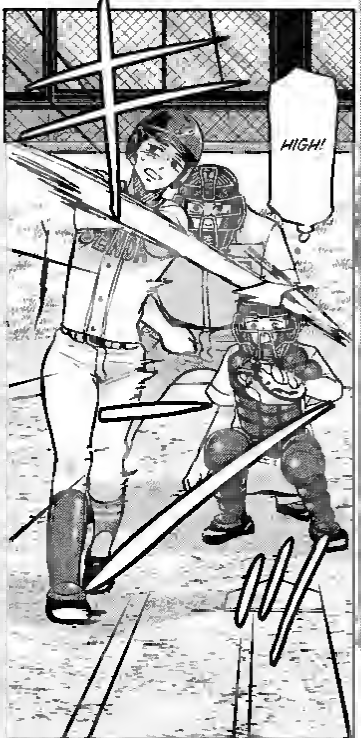
アフタヌーンKC
言の葉の庭
原作／新海誠
漫画／本橋翠
新海誠監督最新作のコミカライズ作。待望の単行本！
絶賛発売中!!!
定価 本体800円（税別）





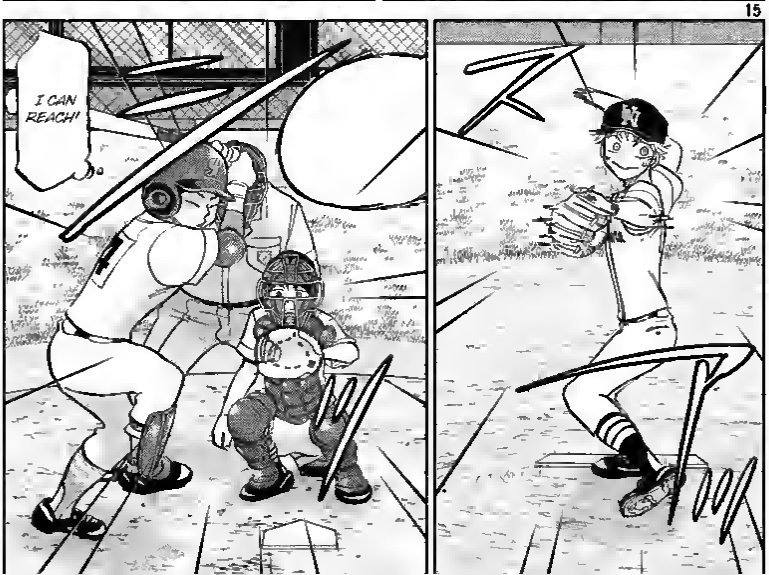
13





ハガキやメールを送ってね♥ 読者の声がアフタヌーンを作ります！ プレゼント付きアンケートは巻末に！

15



133

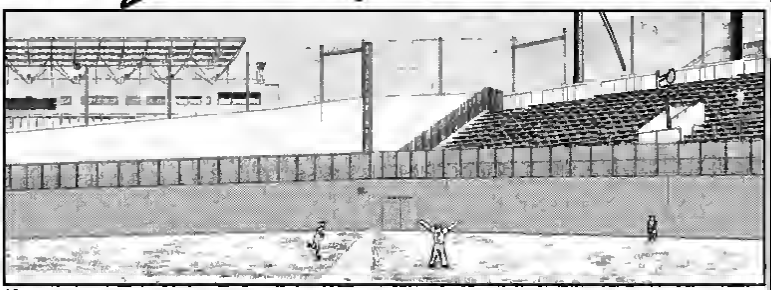
【無敵！君はスター】
【不吹姫と椎の茶】の長編
3編を収録した傑作集!!
AFTER NOON
アフタヌーンKC
8月22日(金)発売
運命の女の子 ヤマシタトモコ
定価 本体
548円
(税別)

16

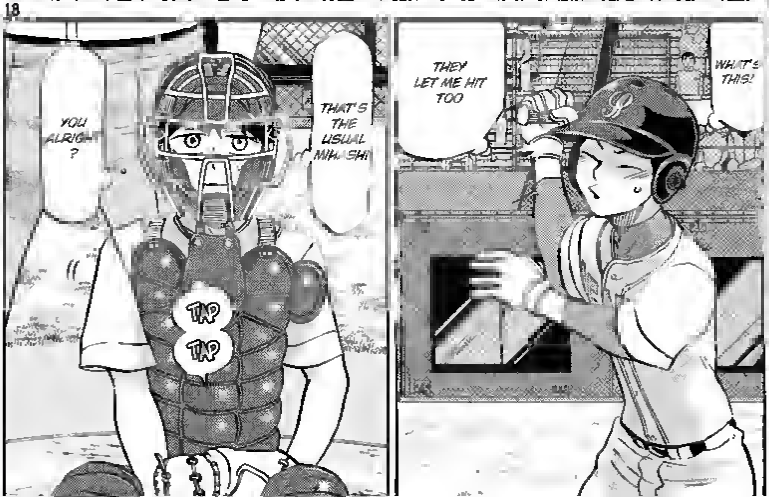
134

月刊 アフタヌーン SEPTEMBER
次号 10月号は 8月25日(月)発売!!

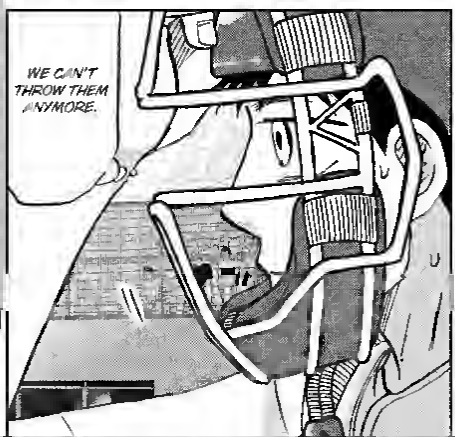
アフタヌーンKC
月に吠えらんねえ 1
清家雪子
怖い！ヤバい！面白い！
一線を超えた、詩人と時代の物語！
絶賛発売中!!!
定価 本体740円（税別）

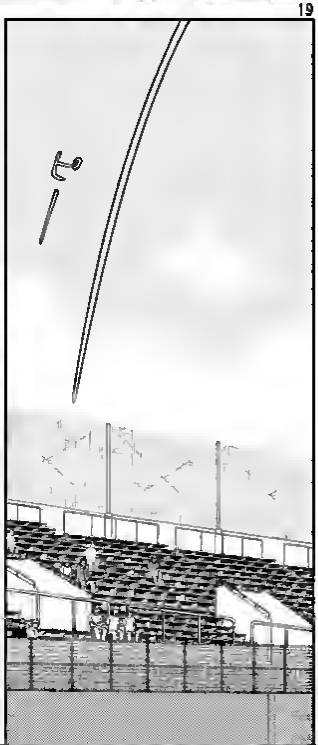


アフタヌーン公式Web モアイ
Twitter・Facebook対応
Webオリジナル連載もあるよ
もちろん無料で投稿不要
URL
http://afternoon.mcae.jp/



19





137

Good!アフタヌーン #46 8/7(木)発売!!
ヤマシタトモコ61P読み切り『きみはスター』掲載!
定価 本体640円(税別)

ヤマシタトモコ新連載!!『花井沢町公民館便り』!!
次号10月号は▼8月25日月発売!!!

アフタヌーンKC
マージナル・オペレーション 1 2
原作／芝村裕吏
漫画／さんかくイスカ
軍事企業に就職したニートが初めて触れる、この世界の姿！
絶賛発売中!!
定価 本体各600円（税別）

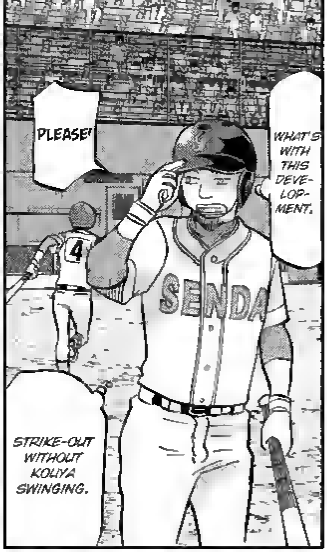
アフタヌーン公式Web モアイ
連載中のほぼ全作品の試し読みがスマホで出来ちゃう！
URL: http://afternoon.moae.jp/

ONLY 1 BALL, THE COUNT IS TO OUR ADVANTAGE. I WANT TO THROW KNUCKLE CURVE, BUT
IF HE READS IT AND WON'T SWING,
THE COUNT WILL BECOME WORSE

22

BOOK☆WALKER
AFTERNOON
KC
甘々と稲妻 1 2
雨隠ギド
娘のため、できない料理もなんとかせねば！
愛娘＆女子高生と囲む、両手に花の食卓ドラマ！
絶賛連載中!!!
定価 本体各590円（税別）

23



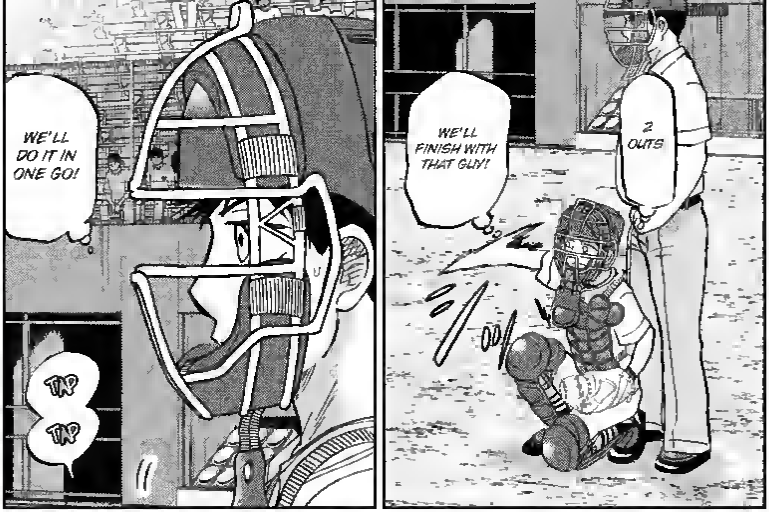
史上最強の新人賞。それが四季賞。月刊アフタヌーン毎月25日発売!!!

Good! AFTERNOON KC
海月と私12
麻生みこと
寡黙な主人と美人な仲居さんが営む、へんぴなお宿。さて今日のお客さまは？
絶賛発売中!!!
定価 本体各590円（税別）

25

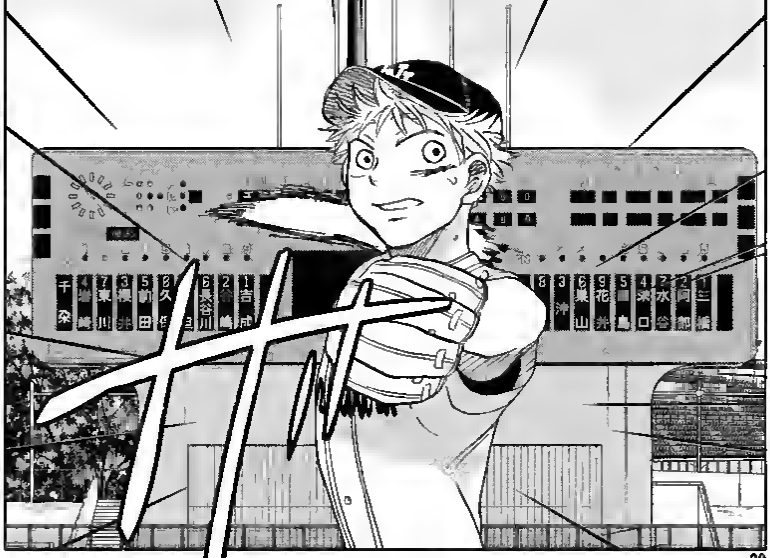
毎月2回のお楽しみ
7月25日
アクションのメールマガジン！
最新情報満載のメールマガジン、読みたいかたはコチラから登録ください。
https://eq.kds.jp/kmail/

中3、最後の絶望的な闇を前に…！
話題作完結！
ジャンプコミックス
ジャンプKC
最新刊
オーダーメイド殺人クラブ②（完）
原作／辻村深月
漫画／及川由美
絶賛発売中!!
定価：本体
648円
（税別）



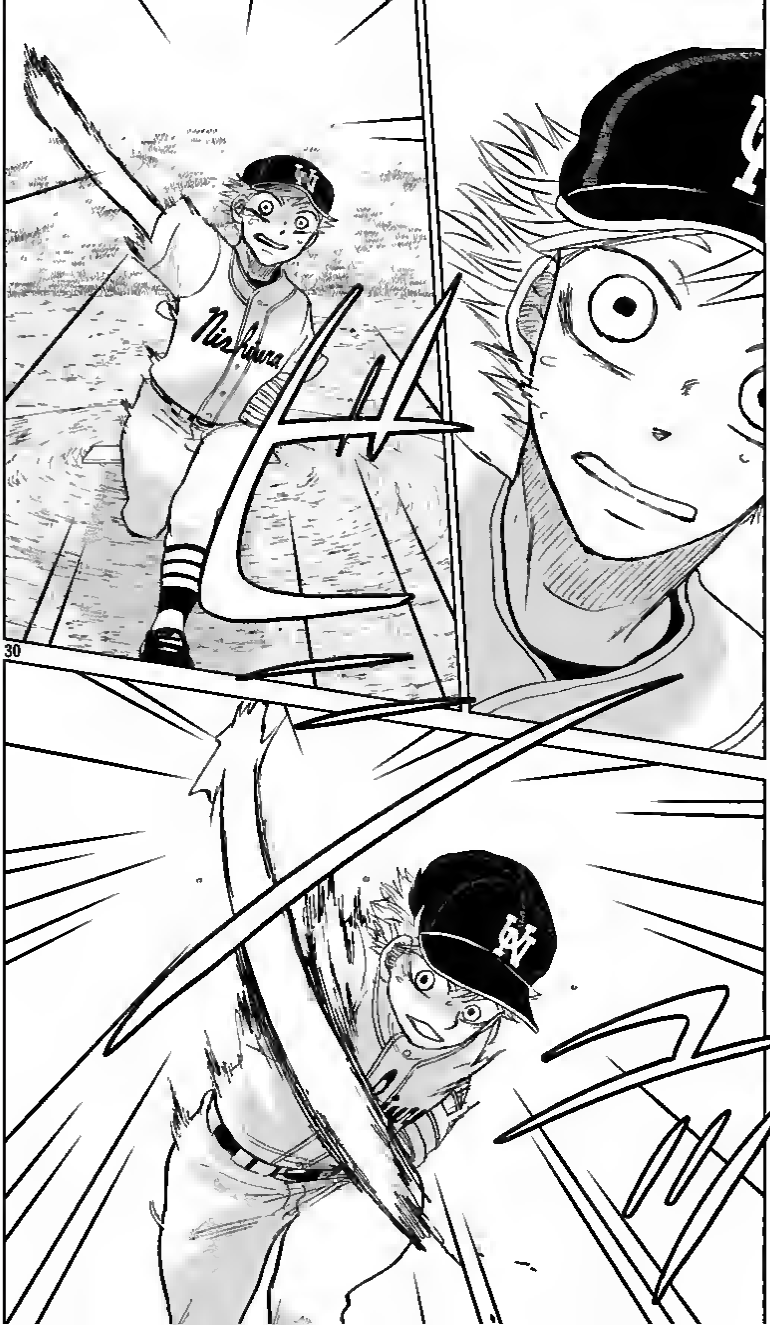
28

ケータイからも応募出来る、プレゼントつきアンケートはこちらの二次元コードから！

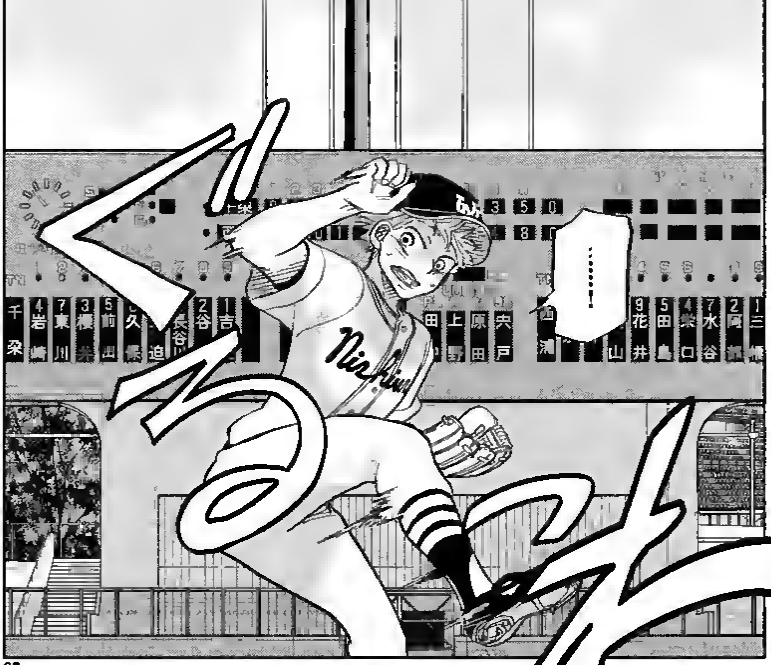


29

アフタヌーンKC
ネメシスの杖
朱戸アオ
医療事故調査員・可生が人間の闇をあばく！
四手貴出身の新鋭が挑む本格医療ミステリ!!
絶賛発売中!!!
定価 本体618円(税別)

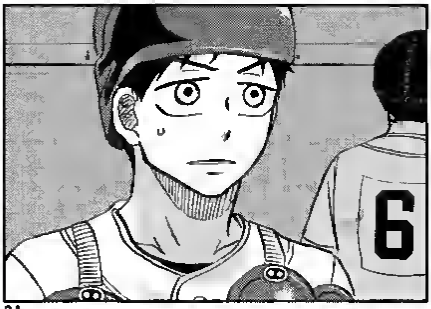

30

31



32

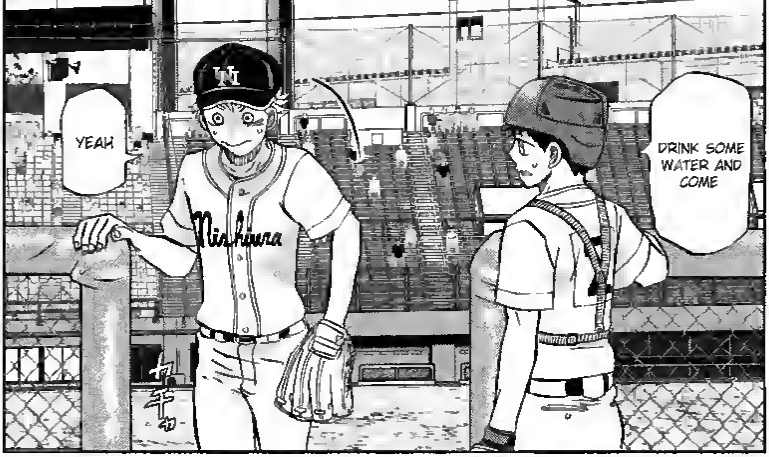
アフタヌーンKC
はじまりのはる 1 2
端野洋子
東日本大震災を生きる高校生を描き大反響！
その第2巻登場です！
絶賛発売中!!!
定価 本体価800円（税別）

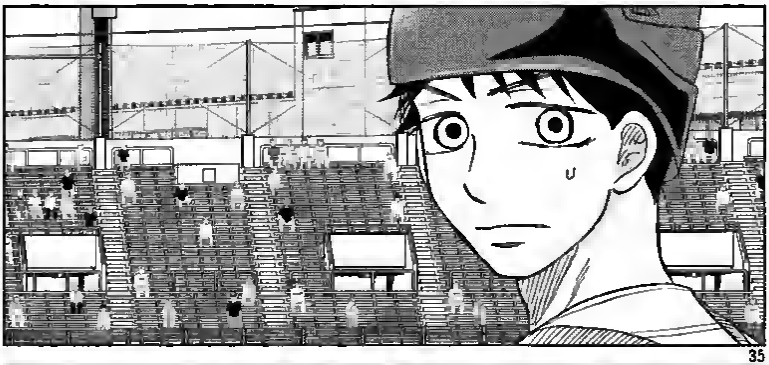


34

メールマガジンやってます。
本誌や単行本などの最新情報をお届けします！
毎月2回発行
7日・25日予定
登録はコチラから!!
https://eq.kds.jp/kmail/

デラックスKC
神様がうそをつく。
3
尾崎かおり
小学校最後の夏、とある秘密で結ばれた少年少女のひそやかな冒険が始まる。
絶賛発売中!!!
定価 本体600円(税別)





35

WILL THE ADJUST-MENT BE EFFECTIVE WITH JUST THAT?
THE MISSES THAT WON'T EVEN MATTER WITH OTHER PITCHERS BUT,
THERE WERE 4 BALLS WITH CONTROL MISSES IN THIS INNING.
THIS GUY IS MIHA-SHI!
Nishiura

NEXT TIME SEN-DAI'S LINEUP WILL ATT-ACK NISHI-URA'S BAT-TERY!

読む人すべてが熱くなる!
大人気高校野球漫画、最新刊!!
これがカバーイラストだっ!
アイスを食べながら帰る西浦ナインが目印です!
秋季大会初戦、同点で迎えた9回。三橋の"まっすぐ"を攻略され窮地に陥った西浦バッテリーは、未完成のナックルカーブで勝負に出る!!
西浦VS.武蔵野第一。因縁の対決、ついに決着!
ひぐちアサ
おおきく振りかぶって23
熱闘発売中!!
講談社アフタヌーンKC 定価:本体552円(税別)

OOKIKU FURIKABUTTE
CHAPTER 112

TRANSLATOR'S NOTES

On Page 2 (120):

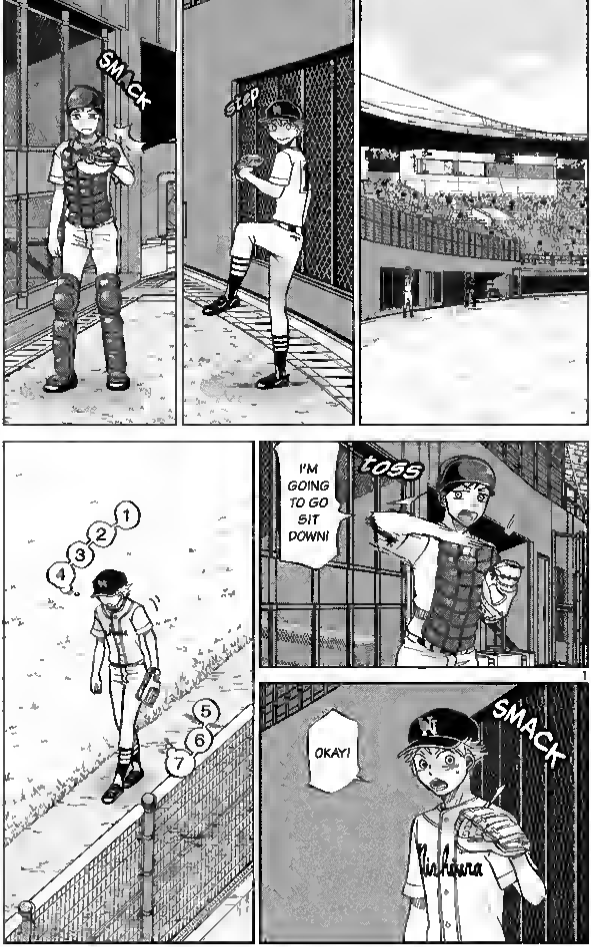
Meiji Jingu Tournament. It takes place after the Fall tournament in November, only 10 schools, regional champions from the Fall tournament, participate there. Those 10 schools also secure spots at senbatsu/spring koshien in the following year. More about Senbatsu and Jingu here:

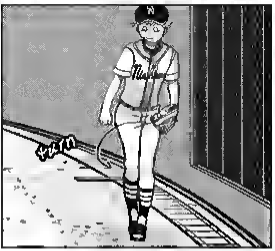
http://victoriel.tumblr.com/post/85297937860/koshien

~ victoriel

http://kuotun-baka.tumblr.com

TRANSLATOR:
victoriel
CLEANER:
baseballbirdschool
TYPESETTER:
shiibaru
WHAT'S GOING ON HERE?
Find us on tumblr at:
OOFURI-BAKA


SMACK
step
toss
I'M GOING TO GO SIT DOWN!
1
2
3
4
5
6
7
OKAY!
SMACK



2

ひぐちアサ

おおきく振りかぶって

134

W-
WHY?
STEP
STEP
O-
O-OKAY ?

WE-
WE-
WELL
DIDN'T YOU WANT TO THROW FROM 7.5 STEPS?
WHAT DO YOU MEAN, "WHY"?

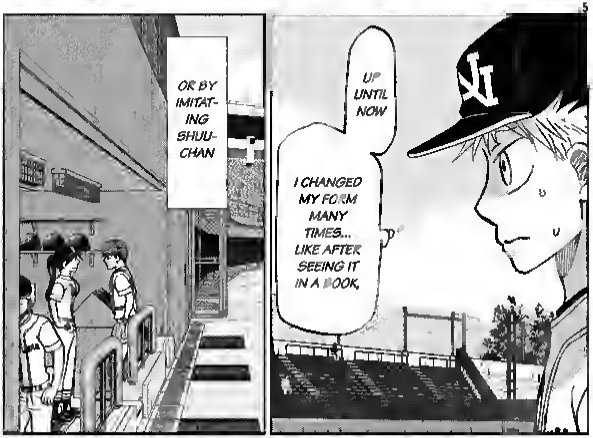
DO YOU KNOW WHY?
STILL OKAY
IS
IT SEEMS LIKE 6.5

IT WAS... WEIRD
THE LAST 7.5 STEPS ..

WASN'T THE WEIRD ONE 6.5?!
!!
HUH?! WHAT ?!

4

7.5 IS NOW WEIRD TOO.
BUT IT WAS JUST ONE PITCH
I DON'T REALLY GET IT.
.....

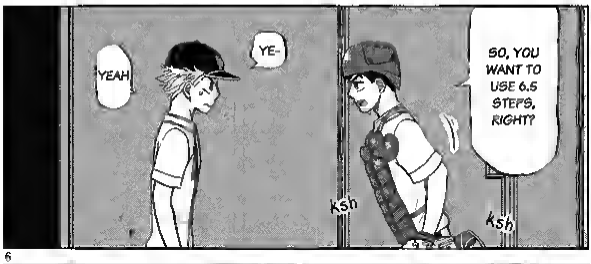


A NOTE FROM THE AUTHOR

HIGUCHI ASA

I wrote in January's author note that I managed to make a reservation in Karuizawa (a reservation in August for a hotel that allows dogs), so I'll go there when this manuscript is finished! However, it feels like only 4-5 months passed after reservation, but 8 months have already passed. The speed of "time flying like an arrow" increases bit-by-bit...

SKIP
IT WOULD PROPERLY BECOME PART OF MY FORM...
THAT'S WHY I THOUGHT THIS TIME TOO SINCE I SPENT TIME


YEAH
YE-
SO, YOU WANT TO USE 6.5 STEPS, RIGHT?
ksh
ksh

GOT IT.
Y-
YEAH
TREAT IT AS PRAC-TICE AND THROW FROM 6.5 STEPS
THEN

PROBABLY NO ONE ELSE NOTICED, EXCEPT FOR US
YOU AND I BOTH FELT SOMETHING WAS OFF
NOTHING BAD HAS HAPPENED SO FAR
BUT THE COACH HASN'T NOTICED ANYTHING

7

IF IT BECOMES IMPOSSIBLE YOU'LL SWITCH WITH HANAI
SO EITHER WAY WE CAN'T RETURN TO 7.5 STEPS
YOUR FORM HAS ALREADY STARTED TO CHANGE
I TOLD YOU BEFORE, RIGHT?

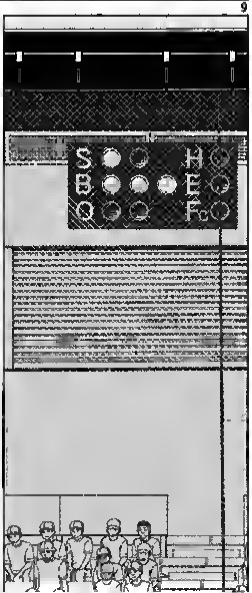
THEN THE GAME IS OVER.
THROW HOW-EVER YOU LIKE
I'M GOING TO CATCH WITHOUT SAYING ANYTHING
O-OKI
HE WON'T GET ANGRY WHEN
ANGEL WON'T HELP ANY-THING
I CAN ONLY TRY IT AGAIN.
1
STEP
STEP

PLE-
ASE!
BATTING
3RD
SHORT
STOP
SUYAMA
KUN
Nishiura

BOTTOM
OF THE
5TH
NISHIURA
HIGH
SCHOOL
ON THE
OFFENCE

9

UFT


S
H
B
E
O
F

SHA

NICE PITCH!
GOT-CHA
DASH
WAH!
THUD
BALL!
I DID WALK HIM THOUGH
THEY CAN'T HIT IT
THE LEAD NOW WAS GOOD
TOO AGG-RES-SIVE

10
THE FIRST BATTER IS ON BASE AGAIN!

BUT IT'S WASTEFUL FOR HANAI-KUN TO BUNT!
I WANT TO ADVANCE THE RUNNER AND THEN GET TO TAJIMA-KUN WITH ONE OUT AND A RUNNER ON SECOND
RUNNERS ON FIRST AND THIRD AND WITH SAKAEGUCHI-KUN WE CAN USE A SQUEEZE PLAY
EVEN IF IT BECOMES ONE OUT WITH RUNNERS ON FIRST OR SECOND BASE...WITH TAJIMA-KUN HITTING IT'LL BE ONE OUT.
IT CAN'T BE HELPED EVEN IF IT'S A DOUBLE PLAY
11
BAT TO CONNECT!
PAK
IT'S GOOD IF WE CAN GET HIM HOME WITH TWO BATTERS
PAK

BATTING 4TH RIGHT FIELDER. HANAI KUN
PLE-ASE!
"BAT TO HIT"!
SQUEEZE
A ONE-BASE HIT IS OKAY, SO CON-NECT!
A ONE-POINT DIFFER-ENCE ISN'T ENOUGH
12
HE'S PLAN-NING TO HIT THIS TIME TOO
DURING HIS PREVIOUS AT-BAT HE HIT A FAST-BALL OUT-SIDE TO CENTER FIELD

I HIT AN OUTSIDE PITCH TO CENTER FIELD LAST TIME
I CAN HIT IT NO MATTER WHERE IT COMES!
UFT

THR
OW
SENDA

14

GEH
2ND!

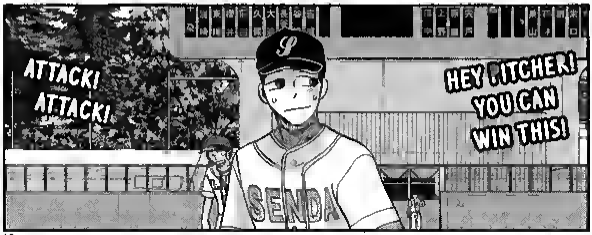
CATCH
boink
boink
pwip
kwim
SENDA
15

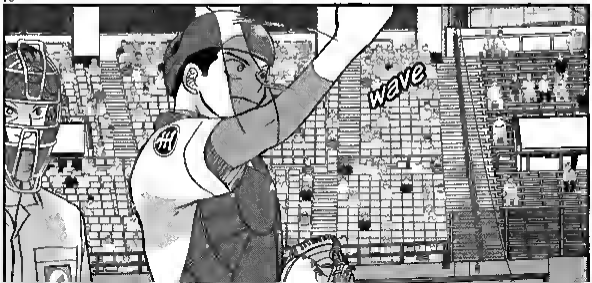
16

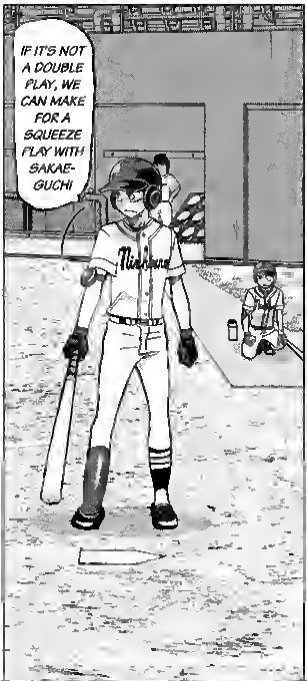
146

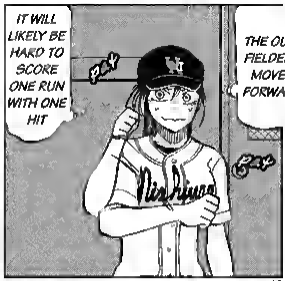
YEAAH!
OFF THE BACK!*
* this means that the infielder's leg wasn't touching the base at the moment the runner got to it
LUCKY!
LUCKY!
WHAT AM I DOING?
HE'S BOTH PHYSICALLY AND MENTALLY WEAK..
HE COULDN'T SLOW HIS BAT

MY LEGS ARE SHORT!
FWIP
MY BAD!
BUT NOW IT'S NO OUTS RUNNERS ON FIRST AND SECOND!
NICE CATCH!
SMACK
PAPP
IF WE CAN'T SCORE, IT'S THE COACH'S FAULT!
SENDA


ATTACK! ATTACK!
HEY PITCHER! YOU CAN WIN THIS!
SENDA


WAVE


IF IT'S NOT A DOUBLE PLAY, WE CAN MAKE FOR A SQUEEZE PLAY WITH SAKAE-GUCHI


IT WILL LIKELY BE HARD TO SCORE ONE RUN WITH ONE HIT
THE OUT-FIELDERS MOVED FORWARD

HIT TO THE RIGHT... SO I DON'T NEED A LONG HIT.
HUH?

GROU-
NDER
TO THE
RIGHT!
IT'S
TEAM
WORK

20

STRIKE!
THUD

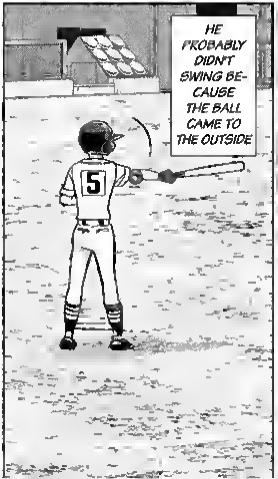
NO
SIGNS
OF
STRAIN
PAT
PAT

FAST-
BALL
LIFT

clench
WAVE

HUH,
IT CAME TO THE OUTSIDE SHOULD I PULL IT ANY-WAY..?
WATCH
TOSS

!
HIT-AND-RUN!


HE PROBABLY DIDN'T SWING BE-CAUSE THE BALL CAME TO THE OUTSIDE
5

FOR A HIT-AND-RUN YOU MUST HIT A GROUNDER OR MAKE CON-TACT EVEN IF IT'S OUTSIDE THE STRIKE ZONE
TAJI-MA-KUN IS MORE RELIABLE THAN ANYONE ELSE IN THESE CIRCUM-STANCES

IT'S NOW OR NEVER!
IF IT BECOMES TWO STRIKES, THEY MIGHT THROW A BALL, TOO. IF YOU'RE GOING TO HIT IT,
SINCE YOSHINARI-KUN HAS GOOD CONTROL, THEY'LL KEEP COMING TO THE OUTSIDE
WELL, IT CAN'T BE HELPED, EVEN IF WE END UP ADDING ONE OUT AND REPLACING THE RUNNER ON BASE
TRYING A HIT-AND-RUN WITH RUNNERS ON FIRST AND SECOND IS "HIGH RISK HIGH RETURN"

22

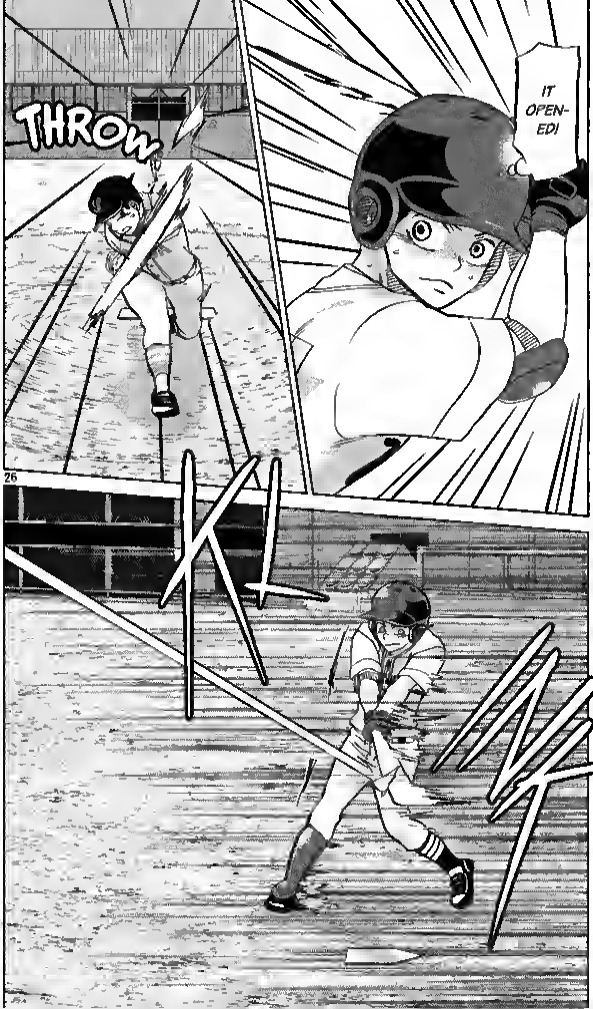
WILL OPEN!
IF THE INFIELDERS THINK IT'S A DOUBLE STEAL, THE SPACE BETWEEN THE SHORTSTOP AND THIRD

GRIP
THROW A FAST ONE!
ONE MORE OUT-SIDE.
IF HE REALIZES THAT WE'RE ONLY THROWING TO THE OUTSIDE HE'LL SWING NEXT TIME.
PAT PAT

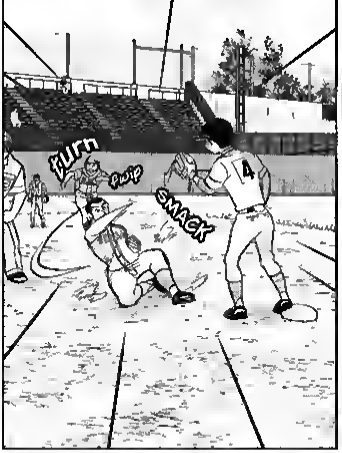
LIFT
IF YOU CAN.
Nishiura
23
Nishiura

TWIST
DASH
JUST TRY AND HIT IT!
DOUBLE STEAL?!
24

25


THROW
IT OPEN-ED!
26

27



29

OUT!
YE
TRIPLE PLAY!
AAH!!
10

YEAH!
Nishinoya
GO
TEAM!
Nishinoya

I'M IN LOVE!
THAT WAS TERRIFIC!
WA HA HA!
HUG
YASUI THANK YOU—!

A COU-PLE IS BORN—!
SERIOUS-LY? I'M HONORED!
SENDA

TIME 0:58
THE NEXT INNING WILL START FROM SAKURAI
WE FINAL-LY HAD A PLAY THAT LIVES UP TO OUR REPUTA-TION
EH?
IT'S NOT 'EH'
SENDA

IT SEEMS LIKE THE NEXT INNING WILL GO WELL

SOME-THING IS UP WITH THE OPPO-NENT'S BATTERY, TOO

I'M SORRY!

32

BOTH TEAMS PLEASE DO THE GROUND MAINTE NANCE
RUN

HIT-AND-RUN IS AN AGGRES-SIVE PLAY
THERE S NOTHING TO APOL-OGIZE FOR

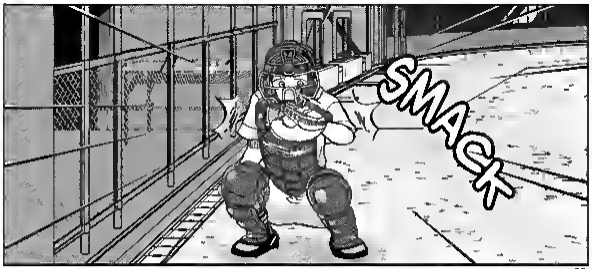
WITH YOUR HIT, A HIT-AND-RUN WOULD NORMALLY BE SUCCESSFUL
RIGHT NOW WE SHOULD JUST ADMIRE THAT THE SHORTSTOP CAUGHT IT
THERE'S ALWAYS THE POSSIBILITY THAT AN OPPORTUNITY WILL BE WASTED
Nishiura

UNDERSTOOD!
IF YOU UNDERSTAND, THEN GO SWITCHOVER!
Nishiura

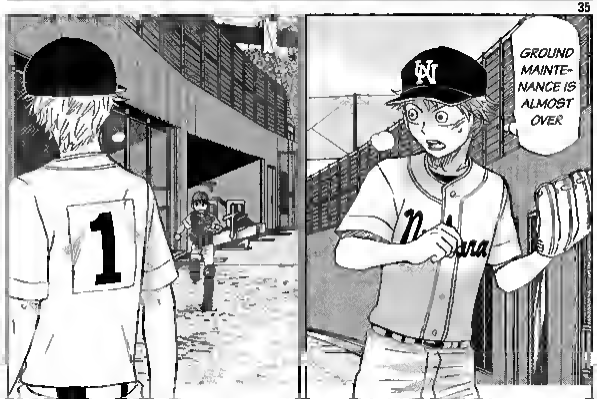
DON'T WORRY ABOUT IT!
GRAB
A TRIPLE PLAY IS
A PLAY THAT CAN ONLY HAPPEN WHEN ALL OF THE CONDITIONS ARE PRES-ENT
GASP

EXACTLY LIKE WHAT MOMOKAN SAID
IT'S ALL

DASH
SWITCH OVER!



35



A TRIPLE PLAY — AND TAJIMA WAS THE ONE CAUGHT! WILL THEY BE ABLE TO TAKE BACK THE [illegible] THE GAME?

NEXT TIME...
HE HAS ALWAYS DECIDED ON THE CHANGES IN HIS FORM AND THE STATE OF HIS CONDITION ON HIS OWN. THAT IS MIHASHI.

YOU'LL "FIGURE SOME-THING OUT"?
WHAT DO YOU MEAN,

UGH—
YOU'RE JUST TOO MUCH...
W-
WH-

AND NOW
IT'S START-ING TO COLLA-PSE
1
YOU CHAN-GED YOUR FORM ON YOUR OWN
MAYBE I DON'T QUITE UNDER-STAND, BUT...
USE YOUR HEAD A LITTLE MORE

C-
C-
C-
C-
C-
ABE-KUN IS
AND YOU SAY THAT YOU'LL "FIGURE SOMETHING OUT" ALONE?!
CRY-ING?
??
おおきく振りかぶって
ひぐちアサ

RO角
WHO IS?! ARE YOU EVEN LISTENING TO ME?!

I AM SORRY SO
I-
I-
huff
huff
WHAT?!
SO?!
.....
.....
Nishiura

I CAN'T REALLY CONTROL HOW I TALK, BUT
1
WHAT I DO?
SHOULD
AFTER ALL
I...

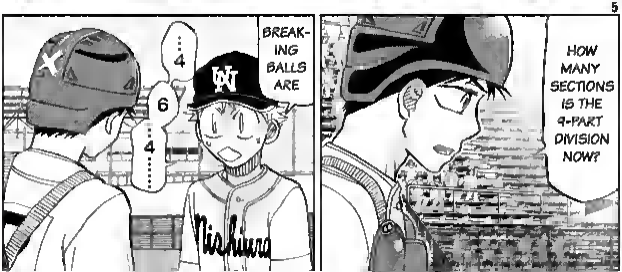
4

THAT'S HARD TO PITCH IS "FASTBALL".. BREAKING BALLS ARE.. NOT LIKE THAT
T-
T-
THE ONE
THERE IS NO TIME!!!
SO ALL BREAKING BALLS ARE THE SAME?

A NOTE FROM THE AUTHOR

HIGUCHI ASA

I can't work while watching Koshien's broadcasting so I usually watch it recorded, but I replay it over and over so I wonder which is better... However thanks to this my Koshien is now in the first half of the first round games! I can still enjoy summer for a little longer!



AND THE FASTBALL?
A PITCHER WITH A 4-PART DIVISION IS CONSIDERED TO HAVE GOOD CONTROL
nod nod nod
4 !?
6
JUST INSIDE AND OUTSIDE?!
WHAT?! ... 2 !?
TWO
1
1

I GUESS WE'LL JUST HAVE TO DO OUR BEST
EH
WITH JUST THAT HOW CAN YOU SAY THAT YOU'LL "FIGURE SOMETHING OUT"?!

7

I CAN'T BELIEVE THAT THE LEAD FOR YOU IS ONLY INSIDE AND OUTSIDE
PUPU
BUT

THANK YOU
ABE-KUN
Nishiura

I'LL GO TO THE MOUND HOWEVER MANY TIMES
IF SOMETHING HAPPENS, CALL ME OVER IMMEDIATELY

8

ABE-KUN
THANK YOU!
I GOT IT
YOU CONVEYED IT PERFECTLY!
1

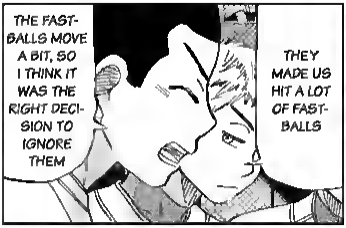
YUP

T-
THANK YOU ABE-KUN

SEVEN STRIKE-OUTS, THREE OUTFIELD FLY BALLS!
FROM THE FIFTH BATTER ON-WARDS!

AFTER FIVE INNINGS, WE'RE ONLY DOWN BY ONE RUN, BUT...

YES!
THESE NUMBERS ARE WAY TOO HIGH!


THE FAST-BALLS MOVE A BIT, SO I THINK IT WAS THE RIGHT DECI-SION TO IGNORE THEM
THEY MADE US HIT A LOT OF FAST-BALLS

KOUYA, EXPLAIN THE COUNTER-MEASURES!
YES!

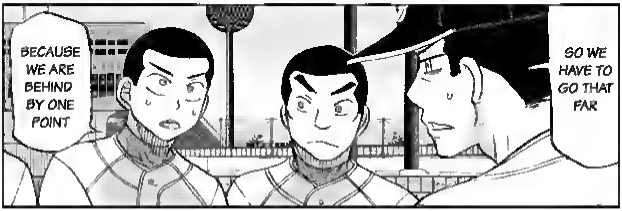
WE CAN SEAL THEM BY NOT SWINGING
IF WE DON'T SWING AT THE DROP-PING BALLS, THEN MOST OF THOSE END UP OUTSIDE THE ZONE

I THINK IT'S OKAY TO HIT ANY OF THE BREAKING BALLS
BUT THEY ALL HAVE A GOOD BREAK, SO IF YOU MISS THE TIMING YOU'LL BE THROWN OFF-BALANCE
SENDA
AZUMA
WHAT SHOULD WE HIT?
SENDA

DON'T SIT AROUND DOING NOTHING, AND FOLLOW THE PLAN!
WE'LL CHANGE OUR MOVES
THE LEAD IS HARD TO READ, BUT

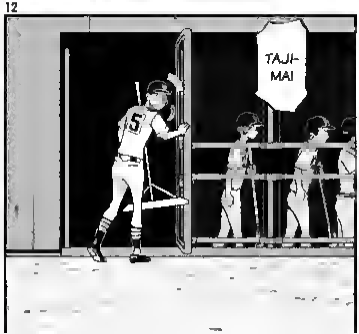
SEI-CHIKO, ANY-THING ELSE?
UNDER-STOOD!
3

THAT BATTERY IS CAREFUL WITH THE FASTBALL
LIKE KOUYA SAID, THEY PURPOSEFULLY USE IT TO MAKE US HIT, SO I THINK IT'S BETTER TO FOUL THEM OFF
IF WE LIMIT THE TYPES OF PITCHES, IT WILL BECOME EASIER TO GUESS
BESIDES, IT FEELS BAD IF YOU CAN'T THROW YOUR BEST PITCH
SENDAI


SO WE HAVE TO GO THAT FAR
BECAUSE WE ARE BEHIND BY ONE POINT

TRUE
OKAY, I UNDERSTAND
ALRIGHT THEN!
SENDAI

12

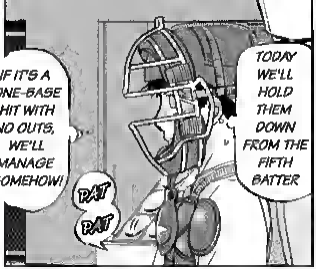


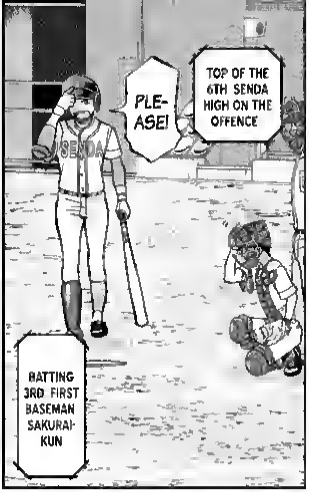
I KNOW
I BATTED BADLY WHILE YOU DID YOUR JOB
IT'S NOT YOUR FAULT
COR-RECTLY
TAJI-MAI
13
GOT IT!
PAPA
TIE THE LACES ON YOUR SPIKES!

LEFT ALONE...
WHAT ARE THEY TALK-ING ABOUT?
HERE, HANA!
YUP!
THANKS FOR THE THIRD INNING!
Nishiura
Nishiu

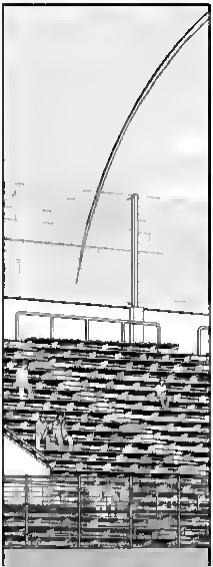
14

YEAH! GO! GO!
LET'S KEEP IT TIGHT!!
FROM THE THIRD BATTER!
SIXTH INNING!


IF IT'S A ONE-BASE HIT WITH NO OUTS, WE'LL MANAGE SOMEHOW!
PAT PAT
TODAY WE'LL HOLD THEM DOWN FROM THE FIFTH BATTER


PLE-ASE!
TOP OF THE 6TH SENDA HIGH ON THE OFFENCE
BATTING 3RD FIRST BASEMAN SAKURAI-KUN

FROM A FAST-BALL
LIFT
WE'LL MAKE HIM HIT!



SHA
OUT-SIDE!

15

ガ
キン

THROW
.. BUT NOT BECAUSE HE WANTED TO HIT IT
EVEN SAKURAI SWUNG AT A "FAST-BALL"..
PAT PAT
LIFT
RIGHT DOWN THE MIDDLE
BAD PITCH!
16
TWIST
THUD
bound

TW
KNUCKLE CURVE!
1ST
TOSS
HE'S CORNERED
ONE MORE
PAT PAT
FOR A STRIKE OUT
WE WON'T AIM
THWAP

17

AS EXPECTED, WE CAN'T GET A STRIKEOUT LIKE THIS
FWIP
CATCH
BOUNCE
BALL
A GOOD BALL, EVEN IF HE HITS IT
PAT PAT
ONE BALL, TWO STRIKES
WHAT

FAST-BALL!
LI
FT
OUT-SIDE!
KI

BUT HE SWUNG AS IF HE IN-TENDED TO FOUL IT OFF
SENDA
YE
AH!!
HE HIT IT AFTER ALL..
DID THE TEAM'S INSTR-UCTIONS CHANGE?

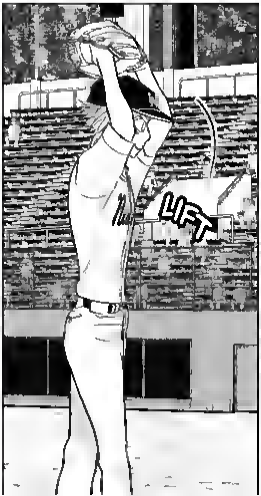
LIFT
OUT-SIDE AGAIN!
I THOUGHT I MISSED IT
THAT WAS CLOSE
BUT IF I TRY TO HIT IT I POP IT UP..
I CAN HIT IT BECAUSE THERE'S NO SPEED

TWI
ST
KI
NK
FAST-BALL!
bounce
bounce

HE MANAGED TO HIT A... FOUL
SENDA CAN CHALLENGE US THIS MUCH, AMAZING...
BUT IT'S ALSO BECAUSE IT'S THE TYPE OF PITCH THAT CAN BE FOULED OFF
THE FASTEST PITCH I CAN THROW RIGHT NOW
Nishiura
4FT
JUST A LITTLE OUTSIDE!
FOUL BALL!
BOUNCE

IT'S IMPOSSIBLE FOR A PITCH UNDER 130 KM/H TO STRIKE OUT TOUDAI WHEN HE'S TRYING TO FOUL IT OFF
IT HAD POWER BUT

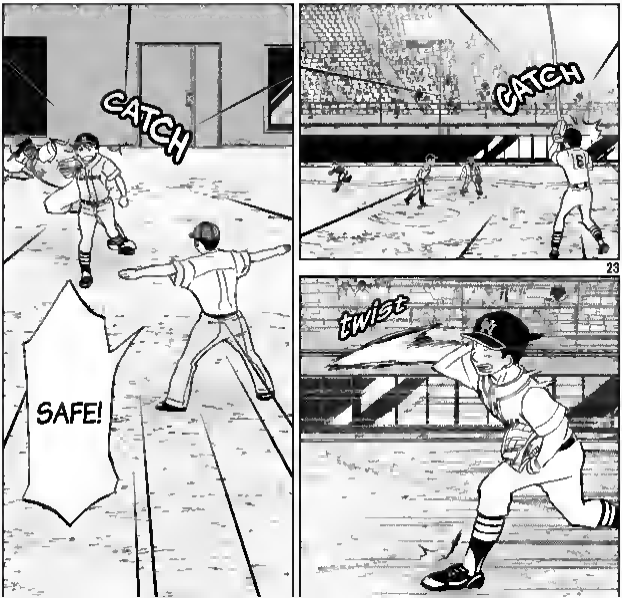
THEY SHOULD WANT TO THROW A BREAKING BALL SOON
I FOULED OFF THREE FASTBALLS IN A ROW


LIFT

THE PITCH MOST DIFFICULT TO HIT FOR A LEFT-HANDED BATTER IS A SLIDER THAT GOES TOWARDS THE BODY!
THERE WERE THREE BALLS OUTSIDE SO THE NEXT SHOULD BE INSIDE

THAT DIREC-TION!
AIM IN
DON'T SWEAT THE SMALL STUFF!
LIFT
OUT OF THE ZONE!
IN-SIDE!
WHAT DID THEY—?!
THUMP
KLINK
WHOOSH

WHOOSH
WE GOT AN OUT!
OKAY!


CATCH
SAFE!
CATCH
23
twist

NICE HIT!!
WHISTLE
COOL !!
YEAH!
WOO HOO!

IN ANY CASE, IF WE HAVE TO SUBSTITUTE MIHASHI-KUN
OUR TAC-TICS WON!
SAKU-RAI-KUN COULDN'T SWING
HE WAS SAFE, BUT
BATTING 4TH, THIRD BASE MAN MAEDA KUN
UNI FORM NUM-BER 5
IT'S THE END FOR US
YOU CAN'T TELL BY WATCH-ING HIM
MIHASHI-KUN'S BALANCE IS COLLAP-SING, BUT

FROM THE START OF THIS AT-BAT
HUH
IT SEEMS THE PITCH SELECTION IS FOR THE REGULAR
FAST-BALL
PLAY
IT'S THE FIRST AT-BAT FOR MAEDA
HIS STANCE IS SOME-WHAT OPEN
AND CALMLY GETTING READY
HE'S HOLDING HIS BAT AT FULL LENGTH
PAT
PAT

25

STRIKE
THWAP
TW
1

TWIST
OUT-SIDE!
CAN YOU PITCH ONE MORE?
PAT PAT
JUST NOW WAS GOOD
THEY COME TO TRICKY PLACES
I CAN'T EASILY FOUL THEM OFF
I DON'T KNOW IF IT'LL GO TO THE SAME PLACE
HUH

LEAN

DID HE WATCH THE COURSE?
SO, NO BUNT
PUT
STRIKE!
SMACK!
TENSE

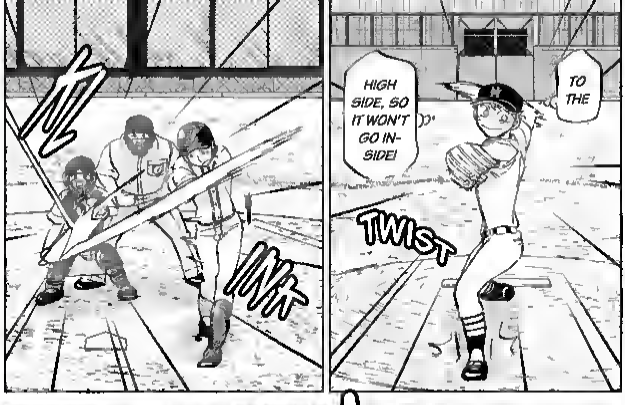
TWO STR-IKES
LET HIM HIT THE NEXT
PAT PAT
BE CARE-FUL
WITH CON-TROL
SLI-DER TO THE
LO-WER SIDE!
1ST

OUT-SIDE!
WILL IT REACH?!
KLI
NK

!
PUSH
HE WAS OFF BAL-ANCE!
GO!
AH!!
GO!!
28
SENDA
SENDA
SENDA

NO OUTS, RUNNERS ON FIRST AND SECOND!
MIHASHI
YOU WOULD HAVE GOTTEN AN OUT!
YEAH
THEY HAVEN'T PROPERLY HIT IT YET
BATTING 5TH CENTER FIELDER KUBO-KUN
UNIFORM NUMBER 5
29

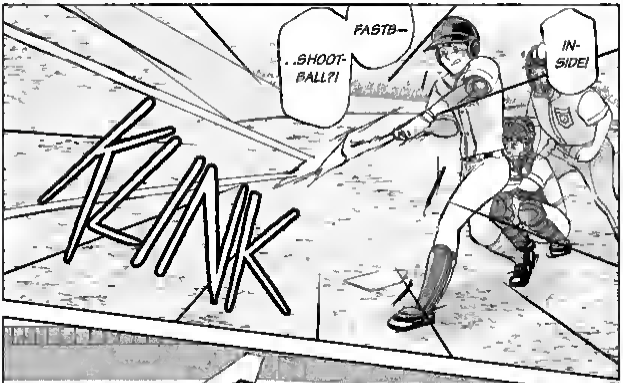
EVEN WITH A DOUBLE PLAY, ONE RUNNER WILL REMAIN
WE'LL MAKE HIM POP IT UP, SO THEY CAN'T ADVANCE
PLEASE!
GOOD, HE WASN'T SUBSTITUTED
THEY HAVEN'T HAD A SINGLE HIT TODAY FROM THE FIFTH BATTER ONWARDS
AT HIS LAST AT-BAT
HE TRIED TO BUNT, BUT POPPED UP THE THIRD "FASTBALL"
2655

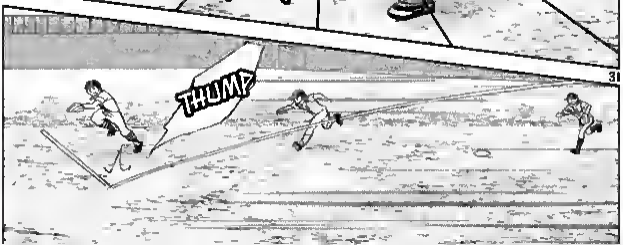

HIGH SIDE, SO IT WON'T GO IN-SIDE!
TO THE
TWIST
IN-FIELD

YEAH!

SHOULD WE PITCH ONE MORE AND MAKE IT TWO STRIKES?
KUBO CAN FOUL IT OFF TOO
BUT I CAN HIT IT IF THE GOAL IS TO FOUL IT OFF
THEY WANT TO MAKE US HIT THAT PITCH
I DON'T WANT TO LET HIM GET USED TO THE "FASTBALL"
BUT HE'LL HAVE ONE MORE AT-BAT
SEND

SHOOT-BALL!
LIFT
WE'LL MAKE HIM HIT A GROUNDER WITH A BREAKING BALL, AND MAKE IT TWO OUTS WITH A RUNNER ON THIRD
PAT PAT
THE IN-SIDE
NOW TO
FWOO

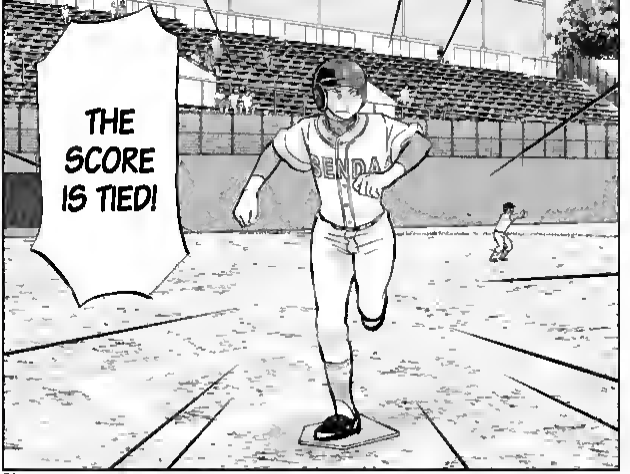

FASTB--
..SHOOT-BALL?!
IN-SIDE!
KLINK


THUMP

WE CAN MAKE A DOUBLE PLAY!
EH, FAST...
RUN!
SMACK
32

FWOOSH
YOSS
6
238

WAA
6
33
GO!
GO!
DASH
GRAB
WAAH!

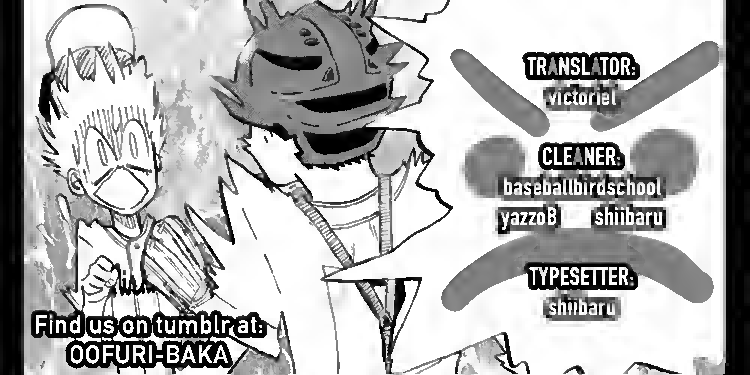

THE SCORE IS TIED!
SENDA

34

I'M SORRY!
MIHA-SHI!
Nishiura
NO OUTS, RUNNERS ON FIRST AND SECOND

THE MOUND IS MY PLACE! EVEN WITHOUT CONFIDENCE IN MY SPEED AND EVEN AFTER LOSING MY CONTROL I'LL NEVER CONSIDER ABANDONING IT!

NEXT TIME... OUR ACE WON'T COLLAPSE!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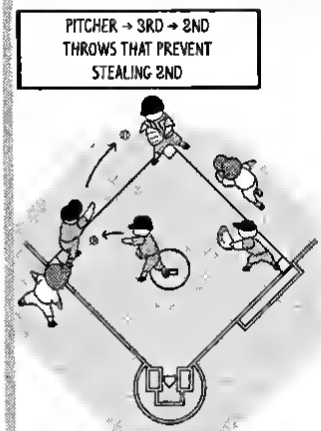
VOL 25

OMAKE

It's been a while since I last talked about baseball. This time, I want to discuss the strategies that were used during Tajima's triple play in the bottom of the 5th inning *(ch 113)*.

However, things like offensive and defensive theories change every day※, so keep in mind that what's written here is true as of 2015.

As always, I'm going to over-explain the basics!



※ As an example of a change, the "balk" rules that I wrote about in volume 13 were changed by most pro and amateur organizations in spring 2014 ***(Translator note: MLB 2013 season)***. Similarly to fake-to-1st (pretending to throw the ball to the base), fake-to-3rd also became prohibited. After this rule change, it seemed like 1st-to-2nd base steals increased a little when runners are on 1st and 3rd. But within the last year, the defense has diligently practiced throwing from pitcher → 3rd → 2nd, so the success rate of stealing 2nd base is now about the same as it was before the change. However, the ease of making check throws became the same for right and left-handed pitchers.
Other subtle changes might be happening for the players as well!

Translator note: *In the past, pitchers were allowed to feint towards 3rd base, and then turn and throw/feint to 1st base as long as their pivot foot disengaged the rubber after the initial feint. This was called a "fake to 3rd, throw to 1st" play. However, this is now classified as a balk. Feints towards 1st and 3rd are allowed when the pitcher is not on the rubber.*

In the 5th inning, the leadoff batter, #3 Suyama, made it to 1st by base-on-balls. Leading the attack means that it's very very important to get a runner on base with no outs.

Strategically, if the next batter were Mizutani or Mihashi, they would probably be made to bunt, but in this case, the next batter was #4 Hanai. Momokan had high hopes for him, and let him bat however he wanted.

Let's return to our main topic... The lineup, which is the foundation for deciding offensive tactics.

This was the lineup during the game against Senda. ↵

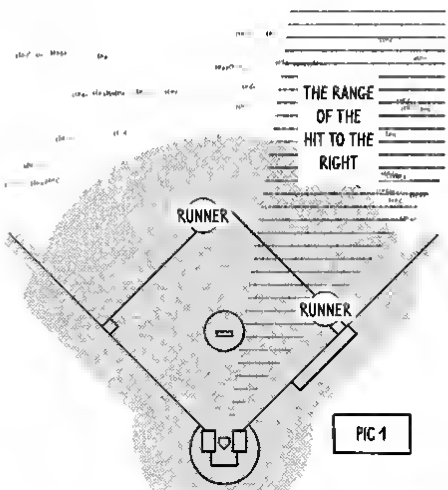
There are various ways to advance runners. For example, you can advance runners by bunting in exchange for an out. When you have no outs and a runner on 2nd, this can result in a run. However, very few coaches would decide to use two bunts in a situation with no outs and runners on 1st and 2nd.

However, the result was a grounder to the pitcher.. In this situation, with a high chance of turning into a double play, it was the worst possible grounder. But because of the opponent's mistake, the batter and the runner both got safely to their bases, resulting in no outs with runners on 1st and 2nd.

The outfielders moved forward, planning to throw the ball back home to prevent the runner on 2nd from scoring from a base hit. Momokan thought that it would be good if Tajima could make a hit here, but if he couldn't, she at least wanted an "advance hit" (a grounder to the right, where intentionally or not, the batter is out but the runners can advance).

Even if you score one run, you end up cornered with two outs. Instead, if you do it well, "no outs and runners on 1st and 2nd" is a chance to score two or more runs. For Senda, this situation became a "pinch".

This is recorded as a ground out



PIC 1

A hit to the right means... that the batter directs the ball towards the right side in situations when there are runners on 1st, 1st and 2nd, or 2nd.

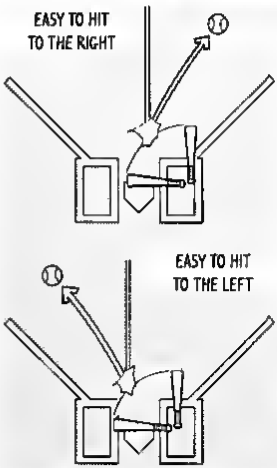
Sorry for going on to another page, but take a look at "Pic 1" on the previous page. A hit to the right is required because runners on 1st and 2nd will run towards the left side of the field, so the right hit increases the distance between the caught ball and the target of the throw. Maybe it's easier to understand if you imagine that you're aiming to hit opposite of the runners' direction, or towards the side of the runners' backs

Also, a hit to the right implies an "advance hit". Since the batter runs towards 1st, a hit to the left is better for allowing them to safely reach 1st base. When you're thinking about how to bring runners home instead of getting on base, it's teamwork!

By the way, if Tajima made an "advance hit" and the next batter, Sakaeguchi, made a squeeze play, they would have scored one run with two outs. This doesn't seem different from two bunts, but a "hit to the right" is only counted as an "advance hit" based on the result, so it's different from bunts and sac flies, which are used assuming that the batter will definitely be out

So that's the offense theory part.

The defense, in response, also assumes that the opponents are aiming to the right, and uses pitches that are hard to hit to the right



A pitch that is hard to hit to the right is a pitch that passes through base on the 3rd base side. If you hit it normally, it's easy for the ball to fly to the left. With runners on 1st and 2nd, both runners will be "forced" to run if the batter hits the ball, so a hit to the left can result in a double play with both runners out.

Although it's called a hit-and-run (H&R), it's actually a play where the runners start moving ***before*** the batter hits. In H&R, they run at the moment the pitcher throws the ball towards the batter.

A normal start is when you run at the same time the batter hits. When stealing, you start running earlier than during H&R, as the pitcher lifts their free leg.

With Tajima's abilities, he probably would have been able to force a grounder to the right from an outside pitch, but Momokan gave him new instructions.

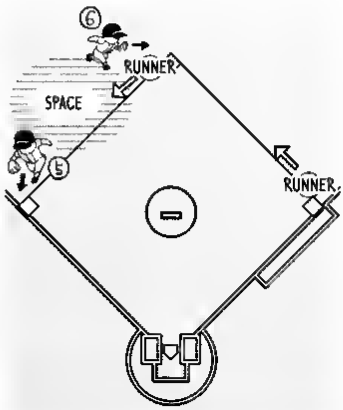
In this situation, the batter ***must*** hit a grounder. Even if they hit to the left, because the runners started ***earlier than usual***, it's difficult to make a double play. Also, if the batter makes a safe hit, the runners can aim to advance for one more base than usual.

If the batter doesn't hit a grounder, it's a failure. If the batter hits a fly, runners must return to their bases, so there's no point in H&R. If a ball outside of the strike zone comes and you can't turn it into a grounder, you must foul it off. If the catcher makes the catch and throws to 2nd or 3rd, it definitely turns into a tag out, because the runners start ***slower than they do when stealing***. Even if the batter fouls it off, the H&R strategy becomes obvious, so you can't attempt it again on the next pitch. That's why the key to success in this situation is to hit a strike zone fastball.

As you can see, H&R is a high-risk high-reward strategy,
but you have to take risks at every opportunity to win against a skilled opponent.

An outside pitch is easy to hit between 3rd base and shortstop. Up until this point, Tajima and Momokan's predictions were correct... but a forceful pitch made the ball float higher, so it turned into a liner (slightly above level trajectory). So even though the space between 3rd and shortstop opened, with the shortstop's skilled play, the result was a triple play.

... So this omake ended on a dark note, but triple plays are rarely seen, so when I come across them, I feel pretty lucky!



Now let's look at the defense's movements. They can't tell if it's going to be a steal or H&R, so they move to cover the bases as the runners start moving. In this situation, the shortstop covers 2nd base, and the third baseman covers 3rd base. This means a space opens between 3rd base and shortstop.